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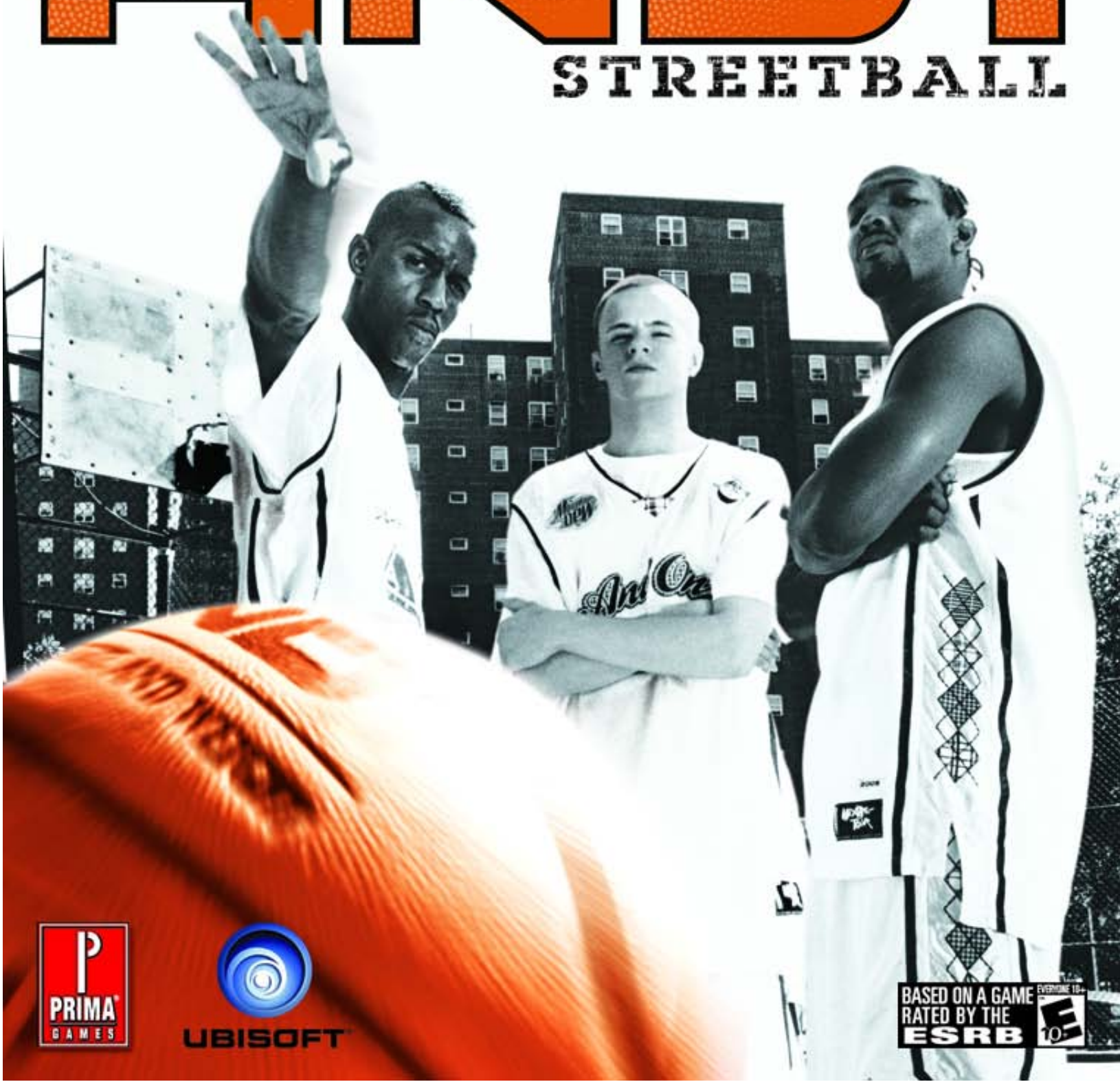
PS2

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AND 1[®]

STREETBALL



BASED ON A GAME
RATED BY THE
ESRB



AND 1 STREETBALL

PRIMA Official Game Guide

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AND 1 TOUR GUIDE

You've seen them rock your local courts, you've seen them fly across the sky, rock in hand, you've even seen them on TV—now it's time you hop on the tour bus and become part of the team.

Welcome to *AND 1 Streetball*, where true ballers are made. Prepare to take on your favorite *AND 1* baller in everything from one-on-ones to Main Runs. Strap on your kicks, gear up, and get ready to ball with the best.

New Kid on the Block?

Listen up, kid! Sure, you may have played a few b-ball games here and there, and you might have even won a few, but *AND 1* is about much more than just outscoring your opponent. With the game's innovative "I-Ball" control system, you're tasked with not only beating your opponents, but humiliating them on the court. Gain the crowd's favor by out-dribbling, out-juking, and out-balling your defender as you take the rock to the hole.

Do this, and you are one step closer to knowing what *AND 1* is all about. However, to master the I-Ball system and *AND 1 Streetball*, you need the valuable information in the following pages. Study up before you ready up.

Keys to the Bus

Main Menu



Before hitting the courts, create a new profile. Enter your profile name at the screen and proceed to the tutorial. Once at the Main menu, you have several options.

Here you access all of the game's modes and bonus material, and change the settings via the Options menu.

FOUR ELEVEN

Though the tutorial is not mandatory (you can skip it), it is helpful by introducing you to the new I-Ball control system. Pay attention; you might learn something.

HEADS UP

All of the game's different modes are detailed in a later chapter, so sit tight.

Options Menu



Choose the Options menu to make the game a little closer to your flavor. Everything from the game settings, sound, and even feel of the game can be altered. Furthermore, cheat codes are inputted here.

- **Game Options**—Modify game type, length of each half (if it's a Time game, score limit (if it's a Points game), camera view, difficulty, shot clock, fouls, and goaltending settings.
- **Sound**—Change volume settings on game sound effects, music, trash talk, announcers, crowd, and audio, and even mix up the game's soundtrack.
- **Save/Load Files**—Save and load your game files via this option.
- **Cheat Codes**—Input cheat codes here to access some of the game's hidden features.

FOUR ELEVEN

Changing the game settings between Time game and Score game dictates the purpose of the game. In a Time game you play a predetermined amount of time. The team with the most points at the end wins.

In a Score game, it's a race between you and your opponent to reach a predetermined number of points. Score games can turn into real defensive battles, so learn every aspect of Streetball.

HEADS UP

Check the final chapter of this book for a list of all cheat codes and their effects. You know how we do!

Bonus Features

Peep the Bonus Feature option for extra footage and information on the AND 1 Mix Tape Tour and the creators of AND 1 Streetball.



Heads Up, Four-Eleven, and Watch Out Now Boxes

You might have noticed some of these boxes already. Good—that means you're paying attention. Confused on what they are here for? Read on, kid!

HEADS UP

Heads Up boxes are bits of information that help you make better decisions throughout the game. They might range anywhere from which way to stack your created player to where to find valuable information in this book.

FOUR ELEVEN

Four-Eleven boxes provide general information that may not directly affect gameplay. At times, they might tell you more about the game or this guide. Consider these a commentary track while you ride the tour bus.

WATCH OUT NOW

A Watch Out Now box's main purpose is to keep you from making mistakes that might affect your experience with AND 1 Streetball. Pay close attention to these; they are here to help watch your back.

AND Then Some...

Peep in on these bad boys for extra information on **anything** AND 1 related. You can learn more about your favorite baller or your favorite b-ball court. AND Then Some... boxes give you an inside look into the world of AND 1, streetball, and everything in between.



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You Ball, I-Ball

Master the Controls, Rule the Court

In order to master the court, you must first master the controls, grasshopper. Ballin' with the best requires much more than just random button mashing. The following sections teach you everything from basic ball handling to advanced offense and defense, so pay attention or you'll find yourself at the back of the bus.

Basic Controls

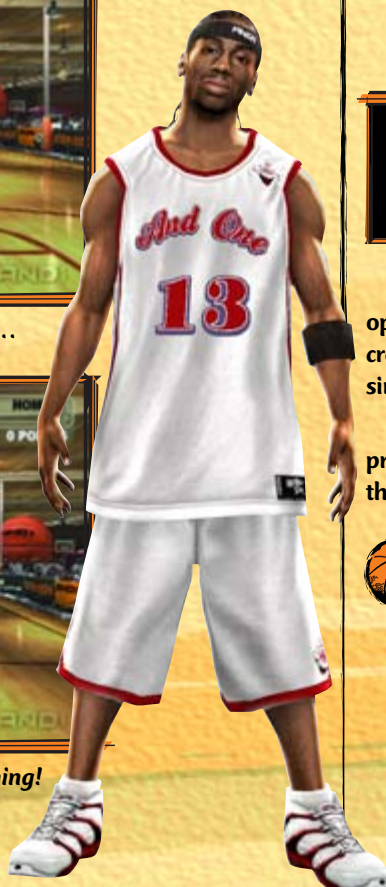
These are the basic controls. Without them you're just a spectator watching the game. Memorize them to build your move repertoire and create the sick tricks to break ankles. After all, what good is being able to bounce the rock on a defender's head if you can't drive it up the paint and dunk on his teammate?



Walk like you own the court...



...but run like you stole something!



Move	PlayStation 2	Xbox
Move Baller Turbo (Offense and Defense)	Left Analog Stick [R1]	[L] [R]

You may think dancing around the court is as easy as handling the analog stick...well, it is. Your baller's movement depends on how hard you press on the stick—dab it slightly and your player walks; push it harder and he picks up the pace.

However, to cut into a sprint, press the turbo button while maneuvering your player.



Bring it!



That's my ball; you might as well hand it over.

Move	PlayStation 2	Xbox
Taunt (Offense)	[R3]	[R]
Steal/Grab Ball (Defense)	[Square]	[X]

AND 1 b-ball is all about working the crowd as much as your opponent. While on offense, taunt your opponent to rile up the crowd. Then, once your opponent has been sufficiently humiliated, sink the ball.

Once they get the ball back, continue the humiliation by pressing the steal button to swat the rock out, grab it, and pile on the embarrassment. The crowd will love it.

HEADS UP

Though you can steal the ball from an opposing player in mid-stride, it is easiest and most effective to swat at the ball while standing still in a defensive posture—hands out, knees bent, and facing the player with the ball.

FOUR ELEVEN

Defenders can use "stamina" (circle meter under player) when attempting a steal. When your stamina runs out, you must wait for it to regenerate before you can steal again.



Hook it up!



Get in his face.

Move	PlayStation 2	Xbox
Fake Pass (1-on-1 Offense)	×	A
Pass Ball (Team Offense)	×	A
Switch to Closest Player (Team Defense)	×	A

Remember, even though *AND 1* is about shining on the court, it's still a *team* game...most of the time. While on offense during team games, pass the ball. No one player can do all the work. Watch your boys to create screens, open lanes, and charge into the paint, then pass them the ball to create ball movement. If on defense, switch to the nearest player to keep pressure on the man with the ball.

If you're playing a 1-on-1 game, fake out your man by fake-passing the ball. Not only do you make him look and throw him off balance, but you make him feel stupid for buying the fake pass in a 1-on-1 game.

You Ball, I-Ball



Alley...oops! Did I just score on you?



This is my house!

Move	PlayStation 2	Xbox
Self Alley-oop (1-on-1 Offense)	L2+●	CL+B
Throw Alley-oop Pass (Team Offense)	L2+X	CL+A
Jump for Rebound (1-on-1 or Team Offense, Defense)	▲	Y
Jump to Block, Dive for Loose Ball (Defense)	▲	Y

Nothing says "AND 1 ball" like a sick alley-oop. It doesn't matter if it's to yourself or one of your boys. Drive down the lane alone and give yourself a hand with a self alley-oop or wait until a teammate gets into position to toss him the ball; either way, a successful alley-oop is sure to work the crowd and fill up the Crowd meter.

Unfortunately, it's not always high-flying fun. Sometimes, you have to get your gear dirty. After a successful swat at the ball, it might go bouncing off in a random direction. When it does, chase after it, and take a heroic dive to regain possession.

WATCH OUT NOW

Don't be too eager to dive for a loose ball. If your player is not ahead of an opposing baller when you dive for it, you may end up empty-handed and with a face full of asphalt while the opposing baller passes you by, rock in hand.

HEADS UP

You can't just toss the rock at the boards and hope one of your boys will catch it. Timing and positioning are critical if you want that ball to find its way to the hole.

AND 1 STREETBALL

WATCH OUT NOW

We all know that self alley-oops are sick ways to score points on an unsuspecting defender, but if you try to do a self alley-oop while too close to the rim, your baller simply takes an offensive position near the basket. Timing is crucial, so don't wait too long, or your alley-oop becomes an awkward "oops."



Rockin' the rim!



It doesn't get any prettier...

Move	PlayStation 2	Xbox
Shoot, Layup (Offense with ball)	●	B
Dunk (Offense with ball)	[R1] + ●	[R] + B
Fadeaway, Leaner (with left analog stick away or toward basket)	●	B
Jump for Tip-in (Offense without ball)	●	B
Shove (Defense)	●	B

This is it, kid—the button you need to win games. You could break ankles all you want, but if you don't have the skills to sink spheres, you aren't going anywhere. Shooting the ball isn't as easy as pressing the button; though, if you don't have a clear shot, the defender could easily create a turnover.

Similarly, if your timing is off, you might as well hand over the ball and clear a lane back to their end of the court. Practice makes perfect, but we get to that in a bit.

HEADS UP

Just as important as timing is positioning. If you try to make a shot while behind or under the basket, you end up with a huge "klunk" instead of a dunk.



Even DJs can't spin like this.



Back off or get your defense broke!

Move	PlayStation 2	Xbox
Face Your Opponent (hold) (Defense)	[L1]	[L]
Enter Backdown Mode (Offense)	[L1]	[L]

Though AND 1 Streetball's depth is best experienced with the I-Ball system, even simple jukes can break down a defense. Use spin moves to work around a defender and into an open lane or an otherwise better scoring position.

Defensively, keep the pressure on the other baller by staying in his grill while he tries to bust you out.

Sometimes the jerseys on the court can get a little confusing. When they do, use this feature to bring up an innovative passing system. Simply bring up your teammates' player icons, then press the corresponding icon to pass to that team member.



Don't worry. The Xbox version has its own button icons, playah!

Move	PlayStation 2	Xbox
Player Icons (tap 2X) (Offense or Defense with teammates)	[L2]	[WH]



Use defense while on offense.

Occasionally while you are playing offense, you need to play defensively. Time might be running out for your opponent to eke out a victory, or you may just need to keep the ball long enough for a teammate to get in position; whatever the case may be, hold this button to engage in a defensive dribble.

Advanced Controls

Done with the basics? Good, 'cause that alone isn't going to get you on the AND 1 Tour Bus. In order to earn your seat alongside the AND 1 ballas, you're going to have to master the I-Ball control system.

This original control system ushers in a new era of video game b-ballin'. By using both analog sticks, you can perform just like your favorite AND 1 player. Want to break ankles like your boy Sik Wit It? How about lay up sick fadeaways like Half Man Half Amazing? Then pay attention, kid, 'cause this is your I-Ball boot camp.

Master I-Ball



Get their attention with a Level 1 Dribble...



...hypnotize them with a Level 2 Showboat move...



...then break their ankles with a Level 3 showstopper.

Move	PlayStation 2	Xbox
Level 1 Setup Dribble	Right analog stick	R
Level 2 Showboat Move	Both analog sticks	L, R
Level 3 Anklebreaker	Both analog sticks + R1	L, R + R

Move	PlayStation 2	Xbox
Defensive Dribble Mode (hold) (Offense)	R2	BLK



Defensive Dribble Mode locks your player on to the rim. No matter what direction your player moves, he will always face the rim.



He's on fire!

When your Crowd meter is full, activate On Fire mode to rain pain on your opponent. While on fire, your chances of sinking threes goes way up, so use your screens, drop behind the line, and let it rain, baby!

Move	PlayStation 2	Xbox
Activate On Fire Mode (when Crowd meter is full) (Offense)	L1 + L2	L + WH

Play Calling System

Wanna call the shots? To call a play, hold **SELECT** (PS2) or **BACK** (Xbox) and:

Move	Description	PS2	Xbox
3 Pt. Play	Teammates line up at the 3 pt. line	X	A
Isolation	Players clear out for Mano-Y-Mano	●	B
Pick n' Roll	Teammate picks and cuts to the rim	■	X
Standard Play	Teammates cut to the basket	▲	V

AND 1 STREETBALL



Level 1 Setup Dribbles



The setup



Catch them lookin'

Level 1 Dribbles are an absolute necessity. While on offense, move the ball up the court and take an offensive position within scoring range. Though this depends on the player you are handling, always make sure you are within scoring range for best results.

By pressing the right analog stick in one of eight different directions, you activate the first step in a combination of moves. Press it left, for instance, and your baller dribbles the ball between his legs. Press it right, and he might arch the ball high over his head to distract the defender.

FOUR ELEVEN

Though the game comes with a default set of moves for each of the right analog stick's eight directions, they are customizable. So each of the above-mentioned moves are not necessarily what each player will do. Discover more on these and other possible combinations later...



Rainbows on the basketball court



You can sell the pump, but you can't fake the funk.

Each move is designed to set up a combination of highly stylized dribbles meant to distract the defender and eventually set him up to fall on his...asphalt. Level 1 Dribbles tend to score fewer Respect Points than higher-level I-Ball moves, so don't count on them alone to rack up Respect Points.

However, the right analog stick is not only for Setup Dribbles. Tap the stick while in motion and juke out a defender on the way to the rim.

HEADS UP

Keep ya head up, but your eyes low, son! By watching the player icon (the little circle under your player's feet), you can time your I-Ball moves perfectly. As you perform I-Ball moves, a small meter activates and runs down clockwise. Execute your next I-Ball move before the meter runs out to keep your momentum. Transitioning between Level 1 and 2 moves activates a small green meter. Transitions between Level 2 and 3 moves activates a larger red meter. As the red meters runs out, it turns yellow, prompting you to pull off your Level 3 move.

If the meter runs out before you pull off your next move, your player will finish his current I-Ball move and stand still, allowing the defender to take a few good swats at the rock.

Level 2 Showboat Moves



Off the heezy!



Fill up the Anklebreaker meter.

After successfully pulling off a Level 1 Setup Dribble, continue the mesmerizing maneuvers by adding the Level 2 Showboat moves. These moves can be done *only* after using a Setup Dribble and while stationary.

Level 2 Showboat moves are most critical because they help increase your Respect Points while filling up the Anklebreaker meter. Furthermore, they help build momentum with longer combinations of moves.

WATCH OUT NOW

Attempting to do a Level 2 Showboat move while in motion results in utter disgrace. Your player does not perform the move, and he incurs a higher risk of getting the ball stolen.

HEADS UP

If you don't have enough juice in the Anklebreaker meter, string together a few Level 2 Showboat moves.



Distract defenders to dominate.



Keep the ball moving and they don't stand a chance.

Because executing a Level 2 Showboat move requires using the right analog stick as well as the left, set up your moves to share the same direction pressed on the right analog stick. For example, pressing up on the right analog stick could set up a behind the back pass to yourself, while adding down on the left analog stick could then transition into a Level 2 Showboat move. If the desired Showboat move required that you press down on the right analog stick, then you would have to readjust the direction on the right stick and risk losing your momentum.

Level 2 Showboat moves require using both analog sticks. So set up your Showboat move to share the same direction you just pressed on the right analog stick for the Setup Dribble. For example, after using **△** for your Setup Dribble, it's better to transition into **△+△** than **△+□**.

Level 3 Anklebreakers



Drop them to the floor...



...then jam past to score.

Anklebreakers are the peak of AND 1 basketball. After filling up the Anklebreaker meter and successfully stringing a Setup Dribble and a Showboat move, activate an Anklebreaker by using both analog sticks and the turbo button.

Much like activating the Showboat move, the Anklebreaker requires the use of both analog sticks and the addition of another button—the turbo button. Therefore, pulling it off successfully requires fluid control movement and smooth transitioning between the Level 2 Showboat and the Level 3 Anklebreaker. Like transitioning from Level 1 Setup Dribbles to a Level 2 Showboat move, link your Anklebreaker with as little analog stick movement as possible to avoid losing momentum.

WATCH OUT NOW

If you don't have any turbo left, you cannot use your Anklebreaker, so don't overdo it with the turbo button. Besides, there is no real reason to use the turbo button while performing the setup moves required for an Anklebreaker.



The defender is too busy being hypnotized to properly block you.



A perfectly executed Anklebreaker results in a downed defender.

After executing an Anklebreaker, the defender should be either off balance or on the floor. Once he drops or shifts balance, zip past him for an open lane. If you are inside the lines, slam the shoot button and knock down an easy bucket.

AND 1 STREETBALL

As you become efficient in pulling off Anklebreakers, you fill up your Crowd Meter much more quickly. Each time the Crowd Meter fills up, you earn a mic to execute even sicker moves or activate special modes meant to humiliate and shut down the opposition.

AND Then Some...

I-Ball is not only about offense however. While on defense, use the I-Ball control system to pressure the opposing baller and cause turnovers.



Press up on the right analog stick to raise your hands and put up a D-fence.



Press diagonally up in either direction to attempt to rip the ball from your man with both hands.



Press diagonally down in either direction for one-handed swats at the ball, trying to rip it away mid-dribble.



Press left and right on the right analog stick for horizontal swipes at the ball to steal it—much like pressing the steal button. However, with the I-Ball system, you can choose which direction you swipe.



Press down on the analog stick to perform a two-handed smash. Intimidate your opponent while going for the ball.

FOUR ELEVEN

If you'd rather not deal with complex I-Ball moves at times, you can also press ■ while on offense to execute a random I-Ball move. This can also be accomplished when pressing ■ while running.

Crowd Pleasers

After earning a mic, you have the opportunity to activate one of two crowd pleasers. These include a sure-to-score Breakdown and the b-ball staple, On Fire mode.

Though the effects of each are different, they all have the power to shift the flow of a game. Knowing when to use them is key. For instance, when you are three or five points away from a victory, a Breakdown would work well because it guarantees three or five points on the board. Read on for the details.

FOUR ELEVEN

Breakdowns grant you three points in a 1-on-1 game, or five in a team match.



Get hot!



Let the fire rain down on your opponent.

Move	PlayStation 2	Xbox
On Fire Mode	L1 + L2	LB + RB

On Fire mode increases your chances of sinking shots by temporarily boosting all of your stats. Shooting, handling, speed—all stats go up, making you an even bigger threat on the court.

Because the effect wears off after you sink three baskets (or your opponent sinks one), make each of your shots count. By passing the ball to a better shooter on your team and setting him up behind the line, you can rack up six points before your opponent has a chance to shake off the heat.

On Fire mode is best used when:

- You need to catch up in a hurry from a small deficit.
- You need to beef up your D to keep the game in your favor.
- You need to score quickly.
- Your team or player is outmatched by the person he is defending or defending against.

On Fire mode is best *not* used when:

- You have a sizable lead and could use the mic for a better purpose.
- You don't have enough time to take three shots.
- Your opponent is a better blocker than you are a shooter.

The Breakdown



Guaranteed points, don't argue



Customizable Breakdowns are the ish!

Move

PlayStation 2

Xbox

Breakdown

[R1] + [R2] (when player's ring is flashing)

[R] + [X] (when player's ring is flashing)

Breakdowns are a sure-fire way to score points without the risk of being blocked. During the course of a game (and after having filled the Crowd meter at least once) your player's indicator icon will flash. When it does, use a mic to activate a Breakdown and score either 3 or 5 points automatically.

Your player automatically performs his custom Breakdown moves down the court—depending on his position on the court—and dances past all defenders on the way to the basket. Once there, he dunks it and celebrates.

Breakdowns are best used when:

- You need 3 points to win a 1-on-1 game, or 5 to win a team game.
- You need to catch up from a similar point deficit in a hurry.
- You need to score without the risk of being blocked.
- Pretty much any other time you want...

Breakdowns are best *not* used when:

- You want to practice your handles.

HEADS UP

Customize your Breakdowns to make your AND 1 Streetball experience more your flavor. You can customize everything from the Level 1 Setup Dribble to the celebration, so feel free to get creative.

FOUR ELEVEN

Defense still has the ability to move and block during a Breakdown.

AND 1 STREETBALL



Game Time!

Feel comfortable enough with the I-Ball scheme to dominate on the court? Ha! Not so fast. You can't just run on the court with your shiny new kicks and expect to put up game. For that you have to know how to work the court on both offense and defense.

Read carefully, because the following pages could be the difference between performing like The Professor or like AND 1 Reject #44.

Offense—Making Not Breaking

If you've ever seen any of the AND 1 Mix Tape Tour games, you know that their game is hyperkinetic. The ball is rarely stationary and the players rarely have both feet on the floor. Even when they're standing in one spot, both feet are never on the floor at the same time.

This same principle applies to *AND 1 Streetball*. And why shouldn't it? It's the closest many will come to being on the court and getting dunked on by Half Man Half Amazing or any of the tour bus ballers.

To keep the game in your favor, keep the ball moving. Adhere to the following principles and you will be a force to be reckoned with on the hardtop.



Offense is all about ball control.



Keep the ball moving.

Passing the Rock



By land...



...or by air.

Part of maintaining ball movement is to rely heavily on the pass. By keeping the ball in constant motion, you force the defender to readjust. As he does, keep an eye on his movements and exploit

any gaps that you create in the defense. Once he fudges the defense, take the shot or drive down the lane for a rim rocker.

However, you don't have to wait until the defense opens up to go for a score. As you watch the defenders, also keep an eye on your boys. As soon as one motions toward the net—and possibly raises his hand to get your attention—toss him the rock for a sweet alley-oop.

Sick Handles



This isn't a Baller Revolution...



...it's the Ball Movement.

As stated before, the ball should be in constant motion, even if you're not. Test the limits of your I-Ball skills while slowly backing up your coverage. As you stand in place allowing your teammates to get into position, build up the Anklebreaker meter by executing as many I-Ball moves as you can.

By doing so you also gain Respect Points, dizzy the defender, and make it harder for him to steal the ball. Meanwhile, your team works the court and creates scoring opportunities.

HEADS UP

While working on your handles, be sure to get close enough to the defender to make them count. If you are too far away, you gain Respect Points, but you won't fill the Anklebreaker meter at all.

Keep the Pressure On



Shoot often, but shoot well.



Make the other team play your game.

should take as many *meaningful* shots as possible. Keep the pressure on and you're sure to bust pipes.

HEADS UP

When shooting, release the ball at the apex of your jump. You have a higher percentage chance of sinking the bucket if you let go then. However, use your best judgment if someone is in the air with you. Don't let go at the peak if you have a pair of hands in your face.

As the great Number 23 once said, "I've missed more than 9,000 shots in my career. I've lost almost 300 games. Twenty six times, I've been trusted to take the game-winning shot and missed. I've failed over and over and over again in my life. And that is why I succeed." That being said, don't be afraid to take a shot when the opportunity arises.

Keep in mind that not every shot is going to go in, but if you take more shots than the other team, your chances of scoring are much higher. This is obviously not to say that you should shoot the ball wildly, but rather you

Know Your Place



Shooters shoot, dunkers dunk.



No, literally, know your place.

While on the court, keep your player-controlled baller's stats in mind. Certain ballers are better suited for certain tasks than others. For example, Prime Objective is a better shot from behind the line than Baby Shack. Baby Shack, on the other hand, is a better dunker than Prime Objective. If you keep their respective strengths in mind while on the court, you will make better decisions as to how to shoot and with whom.

"Knowing your place" not only refers to knowing your strengths, but also knowing your actual position on the court. Attempting to do a layup too far from the basket, for example, most likely yields a turnover, or at the very least, a blocked shot. Similarly, if you try to dunk from directly underneath or behind the board, you end up looking foolish as you stand there with the ball in your hand. Know what your strengths are, the ranges for the shots you want to make, and where to make them from.

Defense—Breaking Not Making



Stay in his way.



Make life miserable for the opposition.

The game isn't always about high-flying fun—that's only half of it. The other half is defense. To finish strong, you have to have a good balance of both. And while offense is all about *making* shots and *making* the plays; defense is all about *breaking* the flow of the game for the other team.

Remember, you cannot block every shot; it's just not going to happen. So your main goal while on defense is to disrupt your opponent's flow, break his game plan, and make him earn every single point.

AND 1 STREETBALL

Positioning Is Half the Battle



Get up in his grill.



Make your presence felt.

You know the drill: face your opponent, bend at the knees, put your arms out, and watch the ball—it's the standard defensive position. Because AND 1 ballers are magicians on the court, it is even more important to practice that position well. Stay close to your man and watch his ball handling. Keep the pressure on as he moves around the court, but make sure to stay in front of him. As soon as he gets around you, he can break into a sprint and dash up the court for an easy score.

However, if you stay too close, you become prey to his dazzling handles, so

keep a comfortable cushion between you and the other baller. If he draws you in with a Showboat move, drop back a bit to keep from becoming the only player on your seat. After all, if you aren't close enough to him for the Anklebreaker, he can't perform it.

Becoming a Thief on the Court



My house, my rock!



Challenge him with authority.

A large part of disrupting the opposition's gameplan is creating turnovers. Becoming an adept ball thief takes practice, timing, and patience. Much like on offense, keep your player's stats in mind. Play the matchup game. A player with a better Steals rating is best suited against a player that you know has a high Handles rating.

To steal the ball, watch the other player dribble. If you continuously swat at the ball, you are bound to lose your balance, and consequently, your man. Instead, stay back a bit, watch the ball, and when the ball is about waist high, take a shot at it. If you miss, drop back into defensive posture, reset, and wait until the time is right again.

HEADS UP

A successful swat at the ball usually jars it loose from the other player's hands, so be ready to break into a sprint after the ball as it bounces around the court.

To ensure that you steal the ball completely, rip the ball (diagonally upward in either direction on the right analog stick) instead of swatting at it.

Playing the Boards



Use your hops...



...and come down with the ball.

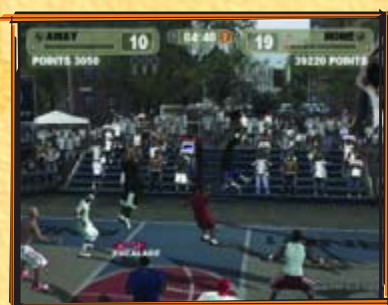
Like stealing, rebounding and blocking shots are great ways to create turnovers. More often than not, a blocked shot ends up in your hands and a rebound ends up in a breakaway if your teammates are on point. However, because almost every baller is great at selling the pump-fake, rebounding and blocking require even better timing than stealing. Don't be too eager to jump in the air and go for the rock. Instead keep an eye on the shooter's feet and wait until he is about to leave the ground. Once he does, spring upward and fight for the ball.

Before you do, though, make sure you have proper positioning on the court relative to the man you are covering. While you can block a shot or rebound a ball from behind an opposing player, chances are much better when your body is between him and the net (while blocking) or him and the ball (while rebounding).

Shifting Your Defense



Switching to the player nearest to the ball is key.



Double-teaming is a "risk versus reward" proposition.

There are plenty of reasons to switch players while on D. The best among them is to keep the pressure steady by always manning the player nearest to the ballhandler. By doing so, you keep your skills at work at all times, and leave no room for computer error.

Another good reason for switching players is to play the matchup game. Remember to play your best man on theirs. If their speed man has the ball, get yours to guard him. If they have a dunker charging up the court, switch to your best defensive powerhouse to block him. Once you slow down the other team's attack, watch for nearby 1-on-1 matchups and switch to a nearby man to engage

in a double-team. Don't stray too far from the man you left unguarded though, as he can then break loose for a quick dunk or alley-oop.

WATCH OUT NOW

Though double-teaming can be very effective, don't overuse it. Wily players catch on and turn it against you. When you switch to another player for the double-team, they can then switch to the open man and make a run for it.

Use double-teams as part of the overall defensive gameplan to keep the pressure on and disrupt their scheme.



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STREETBALLIN' AND SHOT CALLIN'

Congratulations on surviving the *AND 1 Streetball* crash course. You now have all the skills necessary to hold your own on the blacktop. Keep what you learned in mind, kid, because the AND 1 Tour Bus is waiting.

So Many Ways to Play

With so many things to do in *AND 1 Streetball*, you're going to need a thorough explanation of each mode and its options. Read on to find out.

Quick Game



When you've absolutely, positively got to strap on your kicks and run out on the court for instant b-ball action, pick Quick Game.

Free of all the pressure of making the bus or achieving extra challenges, Quick Game strips the game down to its basics. However, it does allow for the most customization of any other mode. Before starting the game, go into the Setup and Game Options menus to change the following:

Setup

- **Court**—This is the location of the game. Courts are unlocked as you play the game.
- **Time of Day**—Night or Day? This doesn't affect much of the gameplay, only aesthetics.
- **Court Type**—Choose to play either a full- or half-court game. By changing between the two, the following options are also affected.
- **Game Type**—If you chose full-court, you can play a 3-on-3, 4-on-4, or 5-on-5 game. Half-court games limit your choices to 1-on-1, 2-on-2, and 3-on-3.
- **Home**—Choose which player has home court advantage.
- **Away**—Choose which player is visiting.

HEADS UP

Though the game rules are also customizable via the following menu options, certain rules are affected by your choices in the Setup menu.

For example, if you choose a half-court game, you have to clear the ball at the top of the key before taking an opponent's recovered or blocked shot.

FOUR ELEVEN

The final two options—Home and Away—are customizable only if you choose a half-court 1-on-1 game.



Game Options

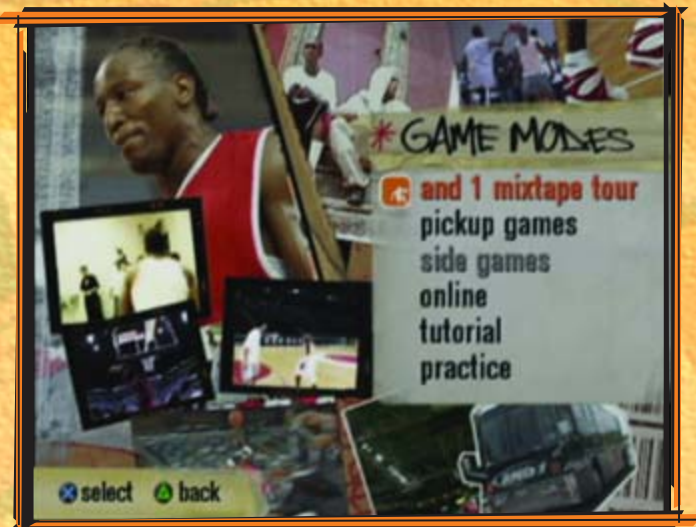
- **Game Type**—Choose the game's objective. In a Time game the goal is to score the most points in a predetermined amount of time. The Score game setting eliminates time altogether and ends the game when a certain number of points have been reached by one team (or player).
- **Half Length**—If you choose a Time game, this is where you choose how long each half will be: 5, 10, 15, or 20 minutes. Remember, these are per half, so double it for the entire game.
- **Score Limit**—Choose how many points you have to score to win the game: 7, 11, 21, or 32.
- **Camera View**—Choose between Side 1, Side 2, Pivot, or End camera views.
- **Difficulty**—You have three options: Easy, Normal, or Hard.
- **Shot Clock**—Turn it on or off. By turning the shot clock **off**, you allow yourself more time to accrue Respect Points and fill up the Crowd meter, which makes for a more exciting game.
- **Fouls**—On or off? How rough do you want this game to be? Turn them off to have a game full of shoving and scrambling after turnovers.
- **Goaltending**—Again, on or off? Turning this option off makes defense somewhat easier. Just camp out at the net and let them come to you.
- **Backcourt**—Choose on or off. Turn it off and you have the use of the entire court at all times.
- **5 Sec Inbounding**—Limit your time to inbound to 5 seconds.
- **3 Sec in the Key**—Limit your time inside the key to 3 seconds. By doing so, you have to make sure you can take a shot within the time limit, otherwise you're handing over the rock.
- **Vibration**—Want to feel like you're on the court? Turn this feature on.
- **Player Names**—Turn this feature on to display the player names at all times.

FOUR ELEVEN

The Backcourt option applies only to full-court games.

Once you have the game set up and all options are just the way you like them, accept the changes and choose Play Game.

Game Modes



The other game modes don't offer the same amount of customization, though they do require much more commitment. The AND 1 Mix Tape Tour mode, for example, is the real meat of the game, but we will get to that shortly.

Pickup Game



Pickup Game mode is just like the Quick Game mode, complete with many of the same choices for setup and game options. It even adds an option to choose apparel.

AND 1 STREETBALL

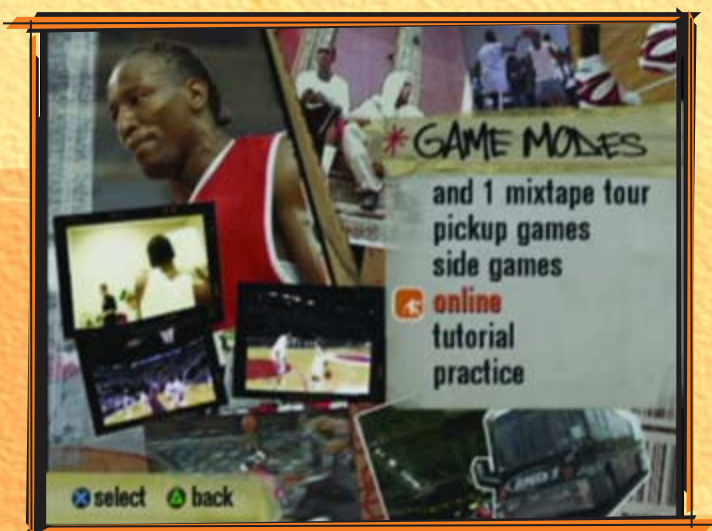
Side Games



The Side Game mode is initially locked. Only after competing in the AND 1 Mix Tape Tour side games do you unlock this option. After you face off against the AND 1 ballers in 1-on-1 action, this option opens up. Once it does, come back to replay any of the 1-on-1 games versus the AND 1 ballers.

This is a great way to practice against the best in the biz. You may have beat them once, but can you maintain the same intensity?

Online



Alright, playa. You can handle your homies, you may even be able to handle the computer, but how well do you match up against the best in the nation? **Only AND 1 Streetball** lets you take your street

ballin' skills online to pit them against other ballers across the world. Fortunately for you, you have the advantage: you've been through our boot camp.

Access Online mode and modify the following options:

- Quick Match—Play a quick game against an online opponent based on your Quick Match settings from the Options screen.
- Optimatch (Xbox only)—Play a game against an online opponent based on your filtered Optimatch settings.
- Create Game—Set up a game for others to join in the Lobby.
- Lobby—Find available games and challenge others.
- Tournaments—Enter special online tournaments or play in a quick tournament.
- My Baller—View your created baller's stats, your position on the online leaderboards, review I-Ball controls, and modify your baller's appearance, attributes, and Breakdown.
- Options—Set up your general game settings and read online documentation.
- Sign Out—Log off and return to the Main menu.

Tutorial



Sponsored by the Dodge Caliber, the Tutorial is a great way to reacquaint yourself with the control system and game. If you haven't played the game in a while, this is a great refresher course. Simply pick your favorite AND 1 baller or your created player, and hit the courts.

Practice



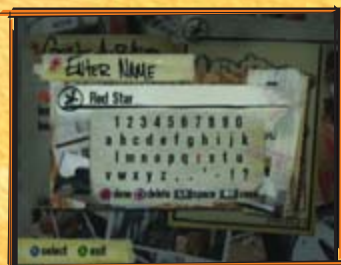
Need to work on some moves? Just finished the Tutorial after a few days of not playing the game? Maybe you just want to work on your thumb-work without the pressure of a defender. Then make Practice

mode your next stop. Pick your man and hit the JB Jouthe Memorial training facility in Paoli, PA. It's you, the ball, and the court; it gets no purer.

HEADS UP

This is a fantastic way to work on your transitions between Level 1 Setup Dribbles and Level 2 Showboat moves. You can't practice your Anklebreakers though, because there is no defender to bust.

AND 1 Mix Tape Tour



Oh baby! This is it—the ultimate challenge on the way to streetball legend. Before you get a seat on the bus, you have to survive the asphalt proving grounds and earn the respect of the players, crowd, and other ballers alike. Consider the following section a tour map of the challenging road ahead.

Original Balla!



The first step in making it onto the tour bus is creating a player. Pick a name for your boy, preferably one that reflects his gameplay style, attitude toward ballin', or philosophy on life. When all else fails, though, you can always name him after yourself or give him your nickname. Just keep in mind that The Professor, AO, Main Event, and 50 just won't look right on the roster alongside John or Jane Smith.

FOUR ELEVEN

Refer to our section on Create-A-Baller for details on making the best possible AND 1 player.



We recommend creating a baller using the Trickster template. Don't worry about getting fresh gear or new kicks; the stats are what are important. Because many of the achievement challenges at the outset of the AND 1 Mix Tape Tour mode require a certain number of Respect Points, Anklebreakers, or I-Ball moves to be performed, high Handlings and Speed stats are more important than a good shooting percentage. Leave the scoring to your teammates (at first) while you make sure to complete the extra achievements with your I-Ball skills. After all, you can always go back to the AND 1 shop and gear up after winning some skrilla.

Once your boy is set to go, hit the courts and begin your journey.

AND 1 STREETBALL

HEADS UP

We've added stats for each And 1 baller that initiates a game during the AND 1 Mix Tape Tour. Check 'em out to get the inside 411 on what you're up against.

Side Game #1: Getting Your Feet Wet

- Location: St. Mark's Park, Linden, NJ
- Challenger: Sy

SY'S STATS

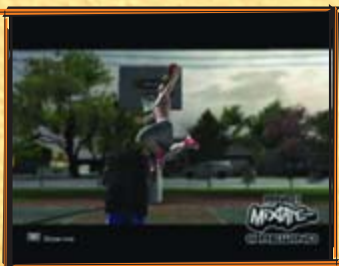
Power	Speed	Ball Stamina	Shot Handling	Range	Accuracy	Dunks	Rebs.
80	60	60	70	60	50	75	77
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
70	70	60	90	70	50	70	

GOALS

- Win a game to 11 by 2 points.
- Perform 3 running I-Ball moves.

REWARDS

- \$50
- Unlockable—Hot Sauce I-Ball #1
- Clothing



Your first Side Game is against Sy. It's a 1-on-1 matchup, so remember to keep clearing the ball after you rebound his ball or he misses a shot.

Using your high Handling rating, perform the three running I-Ball moves quickly to get the achievement out of the way. Once that is done, run the court and beat Sy to 11.

Open Run #1

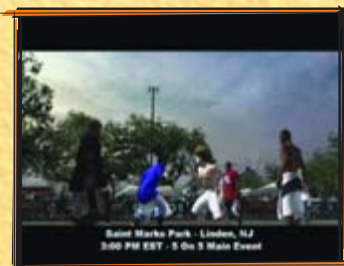
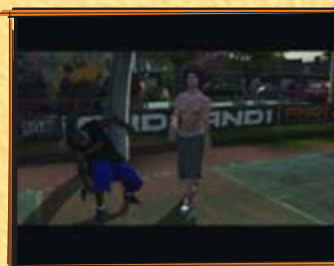
- Location: St. Mark's Park, Linden, NJ
- Challenger: Home team

GOALS

- Play 5 on 5 for 6 minutes.
- Earn 15,000 Respect Points.
- Win the game for a bonus.

REWARDS

- Clothing



The name of this game is scoring, and scoring quickly. Because you play for only six total minutes, the three-minute halves slip by very quickly. If you fall behind in the points, chances are you will lose.

Because the game is so short, work on the Crowd meter and save up a mic. Either use the mic for a Breakdown and put the game away, or use it immediately to eliminate a point deficit.

Side Game #2: Breakin' Ankles

- Location: St. Mark's Park, Linden, NJ
- Teammate: Hometown Kid

HOMETOWN KID'S STATS

Power	Speed	Ball Stamina	Shot Handling	Range	Accuracy	Dunks	Rebs.
84	64	60	71	60	50	82	86
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
79	79	66	65	70	38	65	

GOALS

- Win a game to 11 by 2 points.
- Break 3 ankles.

REWARDS

- \$50
- Unlockable—Clownin' I-Ball #1
- Clothing

STREETBALLIN' AND SHOT CALLIN'



It's just you and Hometown Kid against two players straight off the AND 1 bus. Defense is going to be a huge factor in this game, so don't back off your man. If you double-team either of the AND 1 ballers, the other is sure to score.

Watch the inbound with these cats. As soon as the ball is in bounds, the player receiving the ball could cut left, shake the defender loose, and charge the paint for an easy dunk.

HEADS UP

After earning a few c-notes, feel free to modify your baller. The upcoming Main Run will prove to be difficult without a better Shooting Range rating. Drop a few bucks on your stats to beef up, and worry about your appearance after you get on the bus. Making the team is your first priority.

Main Run #1

- Location: St. Mark's Park, Linden, NJ
- Challenger: Team AND 1

GOALS

- Play 5 on 5 in two 5-minute halves.
- Earn 25,000 Respect Points to advance.
- Win the game for bonus respect.

REWARDS

- \$100
- Unlockable—St. Mark's Park Night Time
- Clothing



This is it, young buck; your first chance to show the AND 1 crew what you're made of. Don't mess it up. Play this game as balanced

as possible. The two five-minute halves allow more than enough time to reach the 20,000 Respect Points, so don't feel as if you have to score them all in three or four runs.

If you spend too much time trying to rack up Respect, you're only going to give the talented AND 1 players more time to strip the ball and run the court on you.

A Baller's Beginning



Congratulations, kid! Now that you've made the AND 1 Tour Bus, it's up to you to stay on it. The voting committee has their eyes on you from this point on, so practice ballin', perfect your I-Ball skills, and plant fools in the asphalt to ensure your survival.

You may have gotten a seat on the bus, but that doesn't mean you're one of the boys...yet.

Side Game #3: Pharmacist's Prescription

- Location: Kingdome Court, Harlem, NY
- Challenger: The Pharmacist

THE PHARMACIST'S STATS

Power	Speed	Ball Stamina	Shot Handling	Range	Accuracy	Dunks	Rebs.
76	81	80	94	60	50	40	55
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
68	50	93	65	70	80	96	

GOALS

- Win a game to 11 by 2 points.
- Make 3 Steals.

REWARDS

- \$100
- Unlockable—Showboat I-Ball #1
- Pharmacist's Video
- Pharmacist's Breakdown
- Clothing

AND 1 STREETBALL



After you wait nearly six hours at the court, The Pharmacist finally arrives with his "A" game. Because he has a higher than average Ball Handling rating, achieving your goal of three steals takes patience.

Don't mind the points so much at first. Concentrate on stealing the ball by allowing him a small cushion so he doesn't break your ankles every time. When you have the ball, rack up as many Respect Points as possible, and save the mics for Breakdowns in case you need the extra points at the last minute.

HEADS UP

Before proceeding to the next Open Run, beef up your player's Shot Range and Dunking stats. You're going to need to score more points in the upcoming events.

Open Run #2

- Location: Kingdome Court, Harlem, NY
- Challenger: Away team

GOALS

- Play 5 on 5 for 6 minutes.
- Earn 15,000 Respect Points.
- Win the game for a bonus.

REWARDS

- Clothing



This game isn't for your spot on the bus. So play it like you would any other Open Run—rack up your 15,000 Respect Points and don't look back.

Keep your defense tight, and your I-Ballin' loose, and there is no way for you to lose.

Side Game #4: Breakin' Down the Breakdown

- Location: Kingdome Court, Harlem, NY
- Challenger: Main Event

MAIN EVENT'S STATS

Power	Speed	Ball Stamina	Shot Handling	Range	Accuracy	Dunks	Rebs.
95	70	81	70	60	50	96	90
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
90	92	75	65	70	82	78	

GOALS

- Win a game to 11 by 2 points.
- Do one Breakdown.

REWARDS

- \$100
- Unlockable—Dizzy I-Ball #1
- Main Event's Video
- Main Event's Breakdown
- Clothing



In this face-off against Main Event and Prime Objective, you're tasked with performing at least one Breakdown. That means you have to fill the Crowd meter. Rely on your baller's I-Ball moves to rack up the points, while leaving defense to your boy Father Time.

Father Time's higher Blocks and Steals ratings make him a better man to pair up against the formidable AND 1 ballers when trying to steal the ball.

Main Run #2

- Location: Kingdome Court, Harlem, NY
- Challenger: Team AND 1

GOALS

- Play 5 on 5 for 5 minute halves.
- Earn 25,000 Respect Points to advance.
- Win the game.

REWARDS

- \$200
- Unlockable—Kingdome court Night Time
- Clothing



Someone call the fire department, because things are getting hot! Your second test is a test of endurance. This time around, Team AND 1 features The Professor, whose mad defensive skills are something to contend with on the court.

Play your game smart. Don't handle the ball for too long or the AND 1 ballers—The Professor, especially—will steal it and make you pay. Score your 25,000 Respect Points carefully, as there is plenty of time to get your work done.



Apparently Duke Tango has taken notice of your skills on the court. Don't get lazy just because you earned a new nickname. Much like that spot on the bus, even *that* has to be kept.

FOUR ELEVEN

During this Main Run, Duke Tango gives your player a nickname at the beginning of the second half. This nickname appears under your player's circle and can be heard whenever your player executes a move for the rest of the game.

Side Game #5: Da Mack

- Location: Connie Mack Court, Philadelphia, PA
- Teammates: AO

AO'S STATS

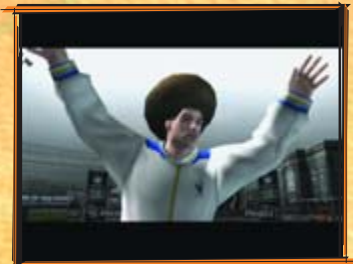
Power	Speed	Ball Stamina	Shot Handling	Range	Accuracy	Dunks	Rebs.
67	87	90	94	50	50	66	67
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
78	68	92	70	70	90	95	

GOALS

- Win a game to 11 by 2 points.
- Throw 3 alley-oops.

REWARDS

- \$150
- Unlockable—Off Da Head I-Ball #1
- AO's Video
- AO's Breakdown
- Clothing



Think about this: you have to make three alley-oops, but your teammates are AO, a passing specialist, and Escalade, a man the size of an Escalade with just as much power. Clearly, you have to be the man in bringing down the rock.

Use Escalade to rip the rock from an opponent's hands, pass it to AO, then, when your man is in motion, toss it up for an alley-oop.

HEADS UP

If you are having a hard time getting a man to motion toward the basket, take the ball-handler and move inside the paint, then pass the rock to a teammate behind the three-point line.

Once your boy has it behind the line, alley-oop it back to the man you just left inside the paint. Bam! Instant alley-oop action!

AND 1 STREETBALL

Open Run #3

- Location: Connie Mack Court, Philadelphia, PA
- Challenger: Away team

GOALS

- Play 5 on 5 for 6 minutes.
- Earn 20,000 Respect Points.
- Win the game for a bonus.

REWARDS

- Clothing



The Open Runs progressively get harder. Away teams put up stiffer defenses and are more apt to shut down your I-Ball skills. Spread the ball around to keep the defense honest and drive the lane hard whenever you get a chance.

Do **not** turn this game into a shoot out. Mix up your offense and teach these Philly kids what's up.

Side Game #6: Shackfest

- Location: Connie Mack Court, Philadelphia, PA
- Challenger: Baby Shack

BABY SHACK'S STATS

Power	Speed	Ball Stamina	Shot Handling	Range	Accuracy	Dunks	Rebs.
91	63	81	76	25	50	93	89
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
89	84	80	65	70	77	70	

GOALS

- Win a game to 11 by 2 points.
- Block 3 shots.

REWARDS

- \$150
- Unlockable—Professor I-Ball #2
- Baby Shack's Video
- Baby Shack's Breakdown
- Clothing



Watch out now! In Side Game #6 you face off against Baby Shack. Blocking him is going to be tough—his combination of Power, Stamina, and crazy Dunking stats makes him one bad dude on the court.

Instead, try to block the other two players' layups. Keep rotating the ball between your teammates and pile on the Respect Points. After tallying your three blocks, light up the team by activating On Fire mode.

Main Run #3

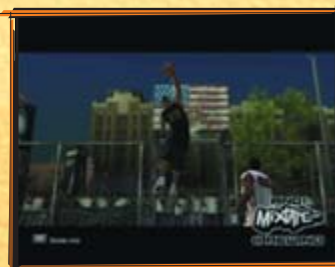
- Location: Connie Mack Court, Philadelphia, PA
- Challenger: Team AND 1

GOALS

- Play 5 on 5 in two 5-minute halves.
- Earn 30,000 Respect Points to advance.
- Win the game for bonus respect.

REWARDS

- \$300
- Unlockable: Connie Mack Court Night Time
- Clothing



What do you know about shoot outs? Not much? Well prep yourself, kid, because this Main Run is nothing less than a ghetto-style shoot out...on the court, that is.

Keep this in mind as you try to tally your 25,000 Respect Points: even if you finish with your 25 g's worth of Respect Points, they don't mean a thing unless you school Team AND 1. Get to reppin'.

HEADS UP

If you haven't maxed out your Ball Handling stats (or whatever is the primary skill for whatever baller template you might have gone with) now is a good time to do it.

From here on out, Ball Handling, Dunking, Blocks, and Shot Range stats are all very important. So stop by the "Modify My Baller" section to pump up your boy.

Side Game #7: Crashin' the Courts

- Location: Merrill Court, Chicago, IL
- Teammates: Go Get It

GO GET IT'S STATS

Power	Speed	Ball Stamina	Shot Handling	Range	Accuracy	Dunks	Rebs.
84	60	70	62	25	50	91	95
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
90	94	68	65	70	70	66	

GOALS

- Win a game to 11 by 2 points.
- Make a basket while on fire.

REWARDS

- \$200
- Unlockable—Hypnotizer I-Ball #2
- Go Get It's Video
- Go Get It's Breakdown
- Clothing



Completing this goal is tough. First you have to fill up a Crowd meter to gain a mic, then you have to score at least one basket while on fire. If you happen to miss, the other team gets a chance to put your fire out by scoring.

Because the other players on your team have average Shot Range and Accuracy ratings, take matters into your own hands and get the job done.

WATCH OUT NOW

After activating On Fire mode, make sure you are shooting the ball. Dunks and alley-oops don't count toward the one basket you need to make.

Open Run #4

- Location: Merrill Park, Chicago, IL
- Challenger: Away team

GOALS

- Play 5 on 5 for 6 minutes.
- Earn 20,000 Respect Points.
- Win the game for a bonus.

REWARDS

- Clothing



Sup, playa! You're still here? Good. Then you know exactly how to handle this Open Run. Work the crowd while you work the other team.

As long as you keep the ball out of the other team's hands, you're ok. Play a strong defensive game here.

Side Game #8: Flash Back

- Location: Merrill Park, Chicago, IL
- Challenger: Go Get It

GO GET IT'S STATS

Power	Speed	Ball Stamina	Shot Handling	Range	Accuracy	Dunks	Rebs.
84	60	70	62	25	50	91	95
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
90	94	68	65	70	70	66	

AND 1 STREETBALL



GOALS

- Win a game to 11 by 2 points.
- Make three 3-pointers.

REWARDS

- \$200
- Unlockable—Da Bounce I-Ball #2
- Flash Video
- Flash Character
- Clothing



Remember, kid, this is a Side Game. That means that the shot clock is off by default. Use that to pump up the Crowd meter and activate On Fire mode. With On Fire mode's increased stats, rain threes until you achieve your goal.

Once you have the goal taken care of, finish off Go Get It in a straight up baller's game.

Main Run #4

- Location: Merrill Park, Chicago, IL
- Challenger: Team AND 1

GOALS

- Play 5 on 5 in two 5-minute halves.
- Earn 30,000 Respect Points to advance.
- Win the game for bonus respect.

REWARDS

- \$350
- Unlockable—Merrill Park Night Time
- Clothing

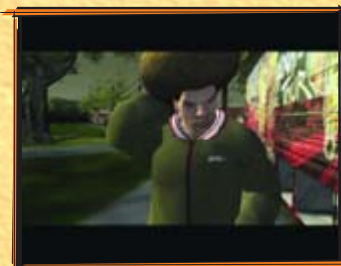


You're playing in Flash's home court, son. Remember that when you set foot on holy ground, kid. 'Cause if you come here and

don't bring it, that's mad disrespect. Play this Main Run like Flash was still ballin' and you just might win the crowd over as well as the game.

Don't flatter yourself, though. There was only *one* Flash. R.I.P Antoine "Flash" Howard, 1975–2004.

A Baller's Rise



A wise person once said, "With great ballin' power comes great baller responsibility." Hey, just because that was a superhero's creed originally doesn't mean it doesn't apply to you as well. Your sudden rise to prominence in the AND 1 baller's circuit has caught the eye of your fair share of admirers. Unfortunately, your homeboys on the bus also noticed that your pager has been blowing up lately. Don't take their ribbing to heart, kid. It just means they like you.

Side Game #9: Oopin' It Up

- Location: Mosswood Park, Oakland, CA
- Challenger: High Octane

HIGH OCTANE'S STATS

Power	Speed	Ball Stamina	Shot Handling	Range	Accuracy	Dunks	Rebs.
94	60	70	68	25	50	93	90
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
92	95	69	65	70	65	67	

GOALS

- Win a game to 11 by 2 points.
- Make 2 self alley-oops.

REWARDS

- \$250
- Unlockable—Hot Sauce I-Ball #2
- High Octane's Video
- High Octane's Breakdown
- Clothing

STREETBALLIN' AND SHOT CALLIN'

Side Game #10: Showin' Respect

- Location: Mosswood Park, Oakland, CA
- Challenger: Spinmaster

SPINMASTER'S STATS

Power	Speed	Ball Stamina	Shot Handling	Range	Accuracy	Dunks	Rebs.
82	65	79	85	60	50	84	70
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
80	82	80	70	70	74	80	

GOALS

- Win a game to 11 by 2 points.
- Make 3 rebounds.

REWARDS

- \$250
- Unlockable—Clownin' I-Ball #2
- Spinmaster's Video
- Spinmaster's Breakdown
- Clothing



Someone call a doctor, because this game is about to get sick! Defense? You're in Mosswood Park now, balla! Don't bother with defense this time around. Just outscore your opponent every chance you get.

The opposing team is a tough one to deal with, so don't be surprised if you get scored on consistently. Just keep up and use at least one Breakdown before the match is over, and you'll be fine.

Open Run #5

- Location: Mosswood Park, Oakland, CA
- Challenger: Away team

GOALS

- Play 5 on 5 for 6 minutes.
- Earn 25,000 Respect Points.
- Win the game for a bonus.

REWARDS

- Clothing



This is Mosswood, son. Don't step on the court if you can't take the heat. Things get a bit rough out here, but when the going gets rough.... Don't be afraid to wear down the shove button during your tour of Oakland—these ballers definitely won't hesitate to do the same.

Play aggressively on these courts. In terms of defense, your best bet is to not give up any ground and to make them fight for every step they take.



It's going to be tough getting three rebounds if you wait for the opposing team to put up three dunks. If you manage to win your three boards that way, respect. However, if you're the impatient type, it's best if you just put them up yourself.

Get a man under the boards and dish the rock out to a teammate outside of the three-point line. Toss it up, and if the ball catches rim and bounces out, show some vert and come down with the rock. Do that three times and you're golden.

HEADS UP

It's time for another Main Run, kid. Go back to the gym and work on pumping those stats. By now, Red Star's Ball Handling is maxed out and his Dunking stat is at a lean 91 percent. Work on your boy, unless you want to get worked.

AND 1 STREETBALL

Main Run #5

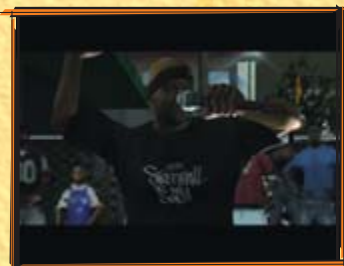
- Location: Mosswood Park, Oakland, CA
- Challenger: Team AND 1

GOALS

- Play 5 on 5 for 5-minute halves.
- Earn 35,000 Respect Points to advance.
- Win the game for bonus respect.

REWARDS

- \$400
- Unlockable—Mosswood Park Night Time
- Shane Character
- Clothing



Your final game in Oakland is against a stiff AND 1 team. Play hard, just as you have been throughout every other Mosswood game you've had. Lean into your man and force him into taking shots from outside the line.

If you let Team AND 1 inside the paint, it's going to turn into a dunk-fest. Instead, turn the tables on them with quick strikes up the court by running a fast break offense.

Side Game #11: Girl Trouble

- Location: Venice Beach, Los Angeles, CA
- Challenger: Helicopter

GOALS

- Win a game to 11 by 2 points.
- Do a turbo block.

REWARDS

- \$300
- Unlockable—Showboat I-Ball #2
- Helicopter's Video
- Helicopter's Breakdown
- Clothing



If you don't have a halfway decent Blocks rating, this next task will test your patience. Jump in an early lead by playing very heavy defense. Once you are six or seven points ahead, start waiting under the net.

Let the other team take a few shots and attempt to turbo block every single one. If you remain patient, you will get your block, and even have a mic saved up to put away the game.

Side Game #12: Gettin' Sik Wī It

- Location: Venice Beach, Los Angeles, CA
- Challenger: Sik Wit It

SIK WIT IT'S STATS

Power	Speed	Ball Stamina	Shot Handling	Range	Accuracy	Dunks	Rebs.
70	85	93	99	60	50	40	60
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
70	59	90	65	70	88	93	

GOALS

- Win a game to 11 by 2 points.
- Make 3 steals.

REWARDS

- \$300
- Unlockable—Dizzy I-Ball #2
- Sik Wit It's Video
- Sik Wit It's Breakdown
- Clothing



STREETBALLIN' AND SHOT CALLIN'

You better hope the ground is soft—you'll be spending plenty of time on it. Sik Wit It's Ball Handling stat is a sick 99 percent. Trying to steal the ball from him isn't going to be easy.

Stay up in his grill and back down only when his Anklebreaker meter is full. You'll give him room to move, but you won't be close enough to get punked. Once his Anklebreaker meter drops back down, get back up in his face.

WATCH OUT NOW

Make sure you are pressing up-left and up-right on the right analog stick to rip the ball. If you swat the ball away then recover it, it will not count toward one of your three steals.

Open Run #6

- Location: Venice Beach, Los Angeles, CA
- Challenger: Away team

GOALS

- Play 5 on 5 for 6 minutes.
- Earn 25,000 Respect Points.
- Win the game for a bonus.

REWARDS

- Clothing



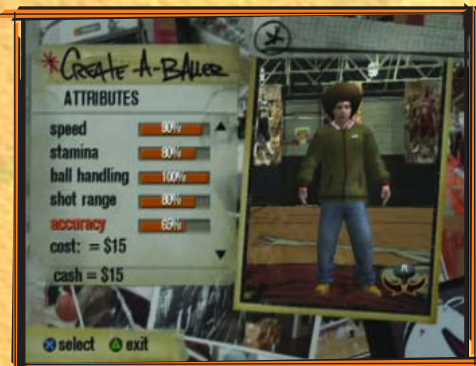
This is how we do in L.A.! Just like the beach nearby, the tide of the game can change in a matter of seconds. One second you're on top by five, the next second your opponent is breakin' you down for a quick score.

Maintain a healthy lead throughout the game by scoring quickly in a strong fast break offense. Don't forget your Respect Points though.

Baller Average Stats

Points:	13.4
Field Goals %:	62.1
3pointers %:	42.8
Dunks:	2.7
Rebounds:	0.9
Assists:	0.4
Steals:	1.0
Blocks:	1.4
Ankles Broken:	1.6
Total Respect:	942240

"Back in the day when I was young, I'm not a kid anymore, but sometimes I sit and wish I was a kid again...." Ok, maybe not the same kid we were back when we first started. We are about halfway through the tour on the way to greatness—look at how far we've come.



STAT	THEN	NOW
Power	60	60
Speed	65	90
Stamina	80	80
Ball Handling	90	100
Shot Range	60	80
Accuracy	60	65
Dunking	60	100
Rebounding	65	65
Hops	60	75
Blocks	60	91
Steals	65	80
Free Throws	60	60
Clutch	60	60
Defensive	60	65
Passing	75	75

AND 1 STREETBALL

Side Game #13: What Spyda Do!

- Location: Venice Beach, Los Angeles, CA
- Challenger: Spyda

SPYDA'S STATS

Power	Speed	Ball Stamina	Shot Handling	Range	Accuracy	Dunks	Rebs.
83	90	95	90	60	50	99	74
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
99	75	95	65	70	93	88	

GOALS

- Win a game to 11 by 2 points.
- Make 3 dunks.

REWARDS

- \$300
- Unlockable—Clownin' I-Ball #2
- Spyda's Video
- Spyda's Breakdown
- Clothing



Spyda's team is surprisingly adept at shutting down the dunk. Your best bet is to work the crowd, fill up your Anklebreaker meter, and once the defender is on the floor, make a clean break for the basket. Helicopter and Air Up There are more than capable of delivering your three dunks, but why leave it to them when you can fly high?

Once your dunks are tallied, use the Crowd meter to your best advantage. Activate On Fire mode and burn Spyda. Spyda can't do what he do, when Spyda is too busy getting lit up.

Main Run #6

- Location: Venice Beach, Los Angeles, CA
- Challenger: Team AND 1

GOALS

- Play 5 on 5 in two 5-minute halves.
- Earn 35,000 Respect Points to advance.
- Win the game for bonus respect.

REWARDS

- \$450
- Unlockable: Venice Beach Courts Night Time
- Clothing



"In a world where only one baller can make the bus, a man rises above the rest to become...AND 1 Phenom!" Coming to a beach near you. Oh baby! It's on in the city of lost angels. Playing in the city that is home to Hollywood, Rodeo Drive, Beverly Hills, and Venice Beach means you are playing in a city where style is most important.

Run the court, sure, but you won't impress anyone if all you do is score. Work the crowd, pump up the Respect Points, and humiliate your opponent.

Side Game #14: Musclin' Up

- Location: Flamingo Park, Miami, FL
- Challenger: Escalade

ESCALADE'S STATS

Power	Speed	Ball Stamina	Shot Handling	Range	Accuracy	Dunks	Rebs.
99	20	40	50	25	50	77	73
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
60	82	55	65	70	0	64	

GOALS

- Win a game to 11 by 2 points.
- Make 3 backdown baskets.

REWARDS

- \$350
- Unlockable: Showboat I-Ball #2
- Escalade's Video
- Escalade's Breakdown
- Clothing

STREETBALLIN' AND SHOT CALLIN'



The bigger they are, the harder they fall, right? Well, don't think you can drop Escalade easily. Working him on the court is going to take Speed, Steals, and some Power. If your baller isn't equipped with the best Power rating, don't worry. Simply get in position, back up a foot, and release the ball quickly. If you give Escalade enough time, he will surely rip the ball out of your hands.

While on defense, swat the ball out of his hands and use your superior Speed to chase it down. Once you got a grip on the sphere, juke him out with a quick move and leave him behind on your way to an easy dunk.

Open Run #7

- Location: Flamingo Park, Miami, FL
- Challenger: Away team

GOALS

- Play 5 on 5 for 6 minutes.
- Earn 30,000 Respect Points.
- Win the game for a bonus.

REWARDS

- Clothing



Thought you had left the sunny weather and sandy beaches back in L.A? Not even close, son. In fact, the courts at Miami are even hotter than in So Cal.

To win here, be aggressive on the court. Watch for the other team to score fast and often. Keep up by dishing out the dunks, and you're safe.

Side Game #15: The Evil Genius

- Location: Flamingo Park, Miami, FL
- Teammate: DJ Green Lantern

DJ GREEN LANTERN'S STATS

Power	Speed	Ball Stamina	Shot Handling	Range	Accuracy	Dunks	Rebs.
85	89	70	90	60	50	90	75
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
75	80	90	65	70	80	70	

GOALS

- Play two 3-minute halves.
- Win by 7.

REWARDS

- \$350
- Unlockable: Dizzy I-Ball #2
- DJ Green Lantern/Mix Character
- Prime Objective's Video
- Prime Objective's Breakdown
- Clothing



With DJ Green Lantern and Prime Objective on your team there's no reason not to win this game by seven or more points. Use a combination of Prime's mad dunks and Lantern's sick handles to pull away from your opponent early.

Once you got a small lead, concentrate on getting at least one Breakdown to put the game away. By now, your baller should more than complement the other two ballers. What a team!

AND 1 STREETBALL

Main Run #7

- Location: Flamingo Park, Miami, FL
- Challenger: Team AND 1

GOALS

- Play 5 on 5 in two 5-minute halves.
- Earn 40,000 Respect Points to advance.
- Win the game for bonus respect.

REWARDS

- \$500
- Unlockable: Flamingo Park Night Time
- Clothing



Alright, fam, it's time you brought the heat to Miami. Winning here brings you one step closer to that coveted AND 1 contract. Keep the heat on the opposing team by racking up mad Respect Points. After gaining a mic, activate On Fire mode and torch them.

With the amount of talent on your team, reaching the usual 25,000 Respect Points is no big thing. Just run the court like you did in L.A. and get your bags packed for the next stop after this.

Side Game #16: Atlanta Sizzle

- Location: Metro Fitness, Atlanta, GA
- Challenger: Hot Sauce

HOT SAUCE'S STATS

Power	Speed	Ball Stamina	Shot Handling	Range	Accuracy	Dunks	Rebs.
65	90	85	99	60	50	40	60
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
70	60	95	70	70	92	90	

GOALS

- Win a game to 11 by 2 points.
- Break 5 ankles.

REWARDS

- \$400
- Hot Sauce's Video
- Hot Sauce's Breakdown
- Clothing



Psssh! Hot Sauce thinks he can call you out and kick up dust! You got mad handles now, kid. Meet him at Metro Fitness—his home turf—and show him what you're made of.

Either spread the five broken ankles across the 11 points or take advantage of the fact that there is no shot clock—break his ankles five times in a row before you even score your first point to mop the shiny wooden floors with his ego.

Open Run #8

- Location: Metro Fitness, Atlanta, GA
- Challenger: Away team

GOALS

- Play 5 on 5 for 6 minutes.
- Earn 30,000 Respect Points.
- Win the game for a bonus.

REWARDS

- Clothing



This is a fun game to play. Your pumped up Steals, Speed, and Ball Handling make this a very frustrating game...for the other team. Rip the rock as much as possible and pass it frequently.

If you keep the ball moving, the other team will have a hard time catching up. Movement, baby, it's all about movement!

Side Game #17: King of Atlanta

- Location: Metro Fitness, Atlanta, GA
- Teammate: Hot Sauce

HOT SAUCE'S STATS

Power	Speed	Ball Stamina	Shot Handling	Range	Accuracy	Dunks	Rebs.
65	90	85	99	60	50	40	60
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
70	60	95	70	70	92	90	

GOALS

- Play to 15 and win by 2.
- Throw 5 alley-oops.

REWARDS

- \$400
- 50's Video
- 50's Breakdown
- Clothing



This is a quick-paced game. Prepare to jump on defense, because the opposing team can inbound the ball and score with no more than two moves. Similarly, when you inbound the ball, pass it to your man on the right and immediately alley-ooop it to the man under the boards.

If you have a hard time getting the timing down, treat this challenge the way you did your first alley-ooop challenge—move the handler under the board, dish it out, then alley-ooop it back to the man inside the paint.

Main Run #8

- Location: Metro Fitness, Atlanta, GA
- Challenger: Team AND 1

GOALS

- Play 5 on 5 in two 5-minute halves.
- Earn 40,000 Respect Points to advance.
- Win the game for bonus respect.

REWARDS

- \$550
- Clothing



You know how they do in the A-T-L. This is HOT-lanta, baby! Team AND 1 brings down the heat this time. Watch your defense and play a close man-on-man game. If you stop to watch their sizzling passing skills, your defense gets spread thin and leaves holes to punch through.

Flip the script on them and show them your skills at moving the rock. Create holes in *their* defense by consistently sharing the wealth.

Side Game #18: Teaching a Lesson

- Location: Holcombe Rucker Park, Harlem, NY
- Challenger: Away team

GOALS

- Win a game to 15 by 2 points.
- Make 7 dunks.

REWARDS

- \$500
- Air Up There Character
- Half Man Half Amazing's Video
- Half Man Half Amazing's Breakdown
- Clothing



Be careful not to get carried away here. The required seven dunks account for nearly half of the 15 points needed to win the game. If you get a Breakdown in there, or forget to get that seventh dunk by the time you hit 15, you're done, son.

Half Man is a great partner to have here. His Dunking skills are very helpful—take advantage of that. Concentrate on meeting the challenge first, then win the game.

AND 1 STREETBALL

Open Run #9

- Location: Holcombe Rucker Park, Harlem, NY
- Challenger: Away team

GOALS

- Play 5 on 5 for 6 minutes.
- Earn 40,000 Respect Points.
- Win the game for a bonus.

REWARDS

- Clothing



Oh snap, son, you're in the Rucker now. Only the big boys come to play here, so bring your A-, B-, C-, and D-game. "D" for defense, that is. Play a stiff D here and attack the ball as much as possible.

When you get your hands on the rock, eat up some time and drive the lanes. If you take too long trying to accumulate Respect Points, you're more than likely to be on the bad end of a turnover.

AND Then Some...

From time to time, the AND 1 guys throw together a tournament to find out which borough in NYC has the best ballers. Four guys from AND 1 rep their own borough and have 24 hours to find the best ballers from their borough to play in the round robin tournament. In the end, a lot of times, this tournament is in place of an Open Run in NYC.

HEADS UP

Before beginning the Five Boroughs tournament, carefully consider which borough you want to rep. Because each borough has a different team dynamic, choosing a borough is essentially choosing a style of play.

Consider these teams before choosing:

FIVE BOROUGHES

Bronx Borough

Team Capt.	Player 1	Player 2	Player 3	Player 4
High Octane	Body Wide	Young Zo	8th Wonder	The Problem Child

Brooklyn Borough

Team Capt.	Player 1	Player 2	Player 3	Player 4
Half Man Half Amazing	J-Flash	White Chocolate	Hometown Kid	J.K.

Manhattan Borough

Team Capt.	Player 1	Player 2	Player 3	Player 4
Airborne	The Rev	Pat Da Roc	P-Curry	Slank

Queens Borough

Team Capt.	Player 1	Player 2	Player 3	Player 4
Escalade	Manny Fresh	Hold That	Total Package	Gotta Have It

Staten Island Borough

Team Capt.	Player 1	Player 2	Player 3	Player 4
757	Air Up There	Silk	Airborne	H2O

FOUR ELEVEN

Player 4 in each team is usually the replacement for your created baller, should you choose a different team.

Side Game #19: The Five Boroughs Part 1

- Location: Holcombe Rucker Park, Harlem, NY
- Challenger: Half Man Half Amazing

HALF MAN HALF AMAZING'S STATS

Power	Speed	Ball Stamina	Shot Handling	Range	Accuracy	Dunks	Rebs.
87	62	67	64	25	50	87	85
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
80	90	68	65	70	62	70	

STREETBALLIN' AND SHOT CALLIN'

GOALS

- Play 5 on 5 in two 5-minute halves.
- Make 2 Breakdowns.
- Win the game.

REWARDS

- \$500
- Clothing



Alright, son, it's down to the two teams with the sickest ballers in all of NYC. You just came off a win, so maintain momentum and run the court on the opposing team.

The AND 1 contract is even closer in sight; maintain your focus, and keep the pressure on.

Main Run #9

- Location: Holcombe Rucker Park, Harlem, NY
- Challenger: Team AND 1

GOALS

- Play 5 on 5 in two 5-minutes halves.
- Earn 50,000 Respect Point to advance.
- Win the game for bonus respect.

REWARDS

- \$750
- Unlockable—Holcombe Rucker Park
- Clothing



Your team is strong. Between Air Up There's high-flying skills and Shane's handles, your ballin' should focus on scoring mad points very quickly. Drive the lanes with Air, pocket your Respect Points with Shane, and use your baller as a defensive support.

Outscore Team AND 1 early, and it's just a matter of maintaining a healthy lead in the second half. This should be routine by now, son!

Regardless of what you're reppin', you're going to have to shine on the court. Remember, you're playing for New York supremacy here, kid. Play a strong offensive game, and work the crowd every chance you get.

After winning this game, you still have one more round to go in the tourney, so warm up those I-Ball skills...you're going to need them.

Side Game #20: The Five Boroughs Part 2

- Location: Holcombe Rucker Park, Harlem, NY
- Challenger: Half Man Half Amazing

HALF MAN HALF AMAZING'S STATS

Power	Speed	Ball Stamina	Shot Handling	Range	Accuracy	Dunks	Rebs.
87	62	67	64	25	50	87	85
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
80	90	68	65	70	62	70	

GOALS

- Play 5 on 5 in two 5-minutes halves.
- Activate On Fire mode 3 times.
- Win the game.

REWARDS

- \$500
- Clothing
- Duke Tango's Video

AND 1 STREETBALL

Side Game #21: Pop Quiz

- Location: St. Mark's Park, Linden, NJ
- Challenger: The Professor

THE PROFESSOR'S STATS

Power	Speed	Ball Stamina	Shot Handling	Range	Accuracy	Dunks	Rebs.
60	99	97	99	60	50	40	58
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
75	53	97	85	70	99	92	

GOALS

- Win a game to 21 by 2 points.
- Make five 3-pointers.

REWARDS

- \$1,000
- The Professor's Video
- The Professor's Breakdown
- Clothing



Pop quiz, hot shot: It's you and the Professor in a 1-on-1 match-up. He's got crazy speed, his handles are off the hook, he has a dope Steal rating, and his defense is tight. What do you do? Play it safe! Luckily, you have 21 points to work with here, so making five 3-pointers shouldn't be too tough.

Remember, however, that you need to score roughly half of your points by sinking threes. Keep your distance from him and don't worry so much about Respect Points. Your main objective is to make it out alive.

Side Game #22: Old School vs. New School

- Location: St. Mark's Park, Linden, NJ
- Challenger: O.G. Streetballers

GOALS

- Play 5 on 5 in two 5-minute halves.
- Earn 60,000 Respect Points.
- Win the game to earn your AND 1 contract.

REWARDS

- \$2,500
- Shane's Video
- AND 1 contract!
- Clothing



There comes a time when the torch must be handed down from the Old School way of doing things to the New School way. In this case, the passing down of the rock depends on two things: your I-Ball skills and the strength of your game against the men who originated streetballin'.

Your team—Air Up There, Spyda, Helicopter, and the Professor—must face off against a truly legendary team. Half Man Half Amazing, Shane, Skip to My Lou, 50, and Main Event are no joke. Use your team's diversity to balance out every aspect of the game, from Air Up There's dunking potential to Professor's speed and defense. If you keep the O.G. team guessing, they will be shut down by the time they realize they got overrun by the New School of streetballin'.

AND Then Some...

Congratulations, playa! You earned your AND 1 contract! Don't get all smug in your new seat, though, because your ballin' days have just begun. You know what they say about the person on top: "someone is always trying to shoot them down."

Side Game #23: Skip to My Lou

- Location: St. Mark's Park, Linden, NJ
- Challenger: Skip to My Lou

SKIP TO MY LOU'S STATS

Power	Speed	Ball Stamina	Shot Handling	Range	Accuracy	Dunks	Rebs.
99	99	99	99	99	99	99	99
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
99	99	99	99	70	99	99	

GOALS

- Play a straight game to 21.
- Beat Skip to My Lou.

REWARDS

- \$7,500
- Skip to My Lou's Video
- Skip to My Lou's Breakdown
- Skip to My Lou character
- The Source Video part 1
- Clothing



You done did it now, kid. Makin' all kinds of noise on the courts got Skip's attention. Now he has challenged you to a 1-on-1 game to 21. No tricks, no extra goals, no egos here. Here you have to earn every point, every inch, and every bit of respect.

Skip's stats are the best in the game. If you haven't gone to the Modify My Baller screen to pump your stats, do it now. Because his ratings are 99s all around (with the exception of Clutch) you need a very well-rounded game to beat him. Focus on one thing too much, and you're toast.

AND 1's Global Invasion Tour

After conquering the courts of the United States, Team AND 1 set its sights on conquering the world. The following four cities are next on the list. From the Oakland bay to the Eiffel tower, no b-ball court is safe...

Side Game #24: Puerto Rico—Global Invasion

- Location: Parque Damaso Rosa, Luquillo, Puerto Rico
- Challengers: Baby Shack, Escalade, Main Event, Shane, Spyda

GOALS

- Play 5 on 5 in two 5-minute halves.
- Earn 50,000 Respect Points.

REWARDS

- Unlockable—Parque Damaso Rosa Court
- The Source Video part 2



Your first stop on the Global Invasion tour is Puerto Rico. Nice beaches, beautiful people, mean ballers; it's all here. Remember what Skip said: You're not here for a contract, but to represent AND 1, yourself, your borough, and perhaps most importantly, your country.

Hit the court hard and don't let off the I-Ball controls. Fifty g's in Respect Points isn't out of your reach in a 10-minute game if you play a balanced game.

Side Game #25: London, England—Global Invasion

- Location: Tower Bridge Court, London, England
- Challengers: 50, High Octane, Pharmacist, Sik Wit It, Spinmaster

GOALS

- Play 5 on 5 in two 5-minute halves.
- Earn 60,000 Respect Points.

REWARDS

- Unlockable—Tower Bridge Court
- The Source Video part 3

AND 1 STREETBALL



Welcome to England, home of fish n' chips, Big Ben, international men of mystery, and teenage magicians. Unfortunately, you don't face any precocious magicians or anachronistic spies here. Instead you face a defense-heavy team of AND 1 ballers.

Unfortunately, Baby Shack, 50, High Octane, and Spinmaster are very adept at stealing and blocking the ball. That means that you must be very careful while trying to break ankles or execute long I-Ball chains.

Side Game #26: Paris, France—Global Invasion

- Location: Centre Sportif Emile Anthoine, Paris, France
- Challengers: Go Get It, Half Man Half Amazing, Helicopter, Prime Objective, Spinmaster

GOALS

- Play 5 on 5 in two 5-minute halves.
- Earn 70,000 Respect Points.

REWARDS

- Unlockable: Centre Sportif Emile Anthoine Court
- The Source Video part 4



Known for its amazing art, romantic setting, and fries, France is not commonly thought of as a place for hardcore AND 1-style streetballing. That's why it's up to you and your team to out-do the other AND 1 ballers in a race to get 75,000 Respect Points.

The opposing team is very well-balanced. So match their level of play by keeping a steady pace of I-Ball flash and rim rockin' dashes...up the lane that is.

Side Game #27: Sydney, Australia—Global Invasion

- Location: Harbour Park, Sydney, Australia
- Challengers: Baby Shack, High Octane, Professor, Spyda, Skip to My Lou

GOALS

- Play 5 on 5 in two 5-minute halves.
- Earn 75,000 Respect Points.

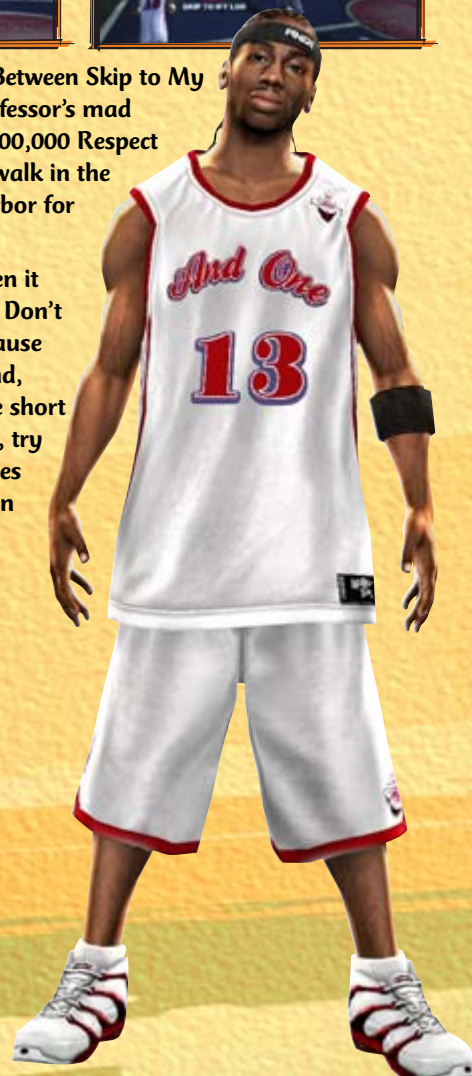
REWARDS

- Unlockable: Harbour Court
- The Source Video part 5



This is as hard as it gets. Between Skip to My Lou's insane skills and Professor's mad defensive stats, reaching 100,000 Respect Points isn't going to be a walk in the park, or a swim in the harbor for that matter.

Play a lean game when it comes to making baskets. Don't get ahead of yourself, because you will find that in the end, you'll win the game but be short on Respect Points. Instead, try to break two or more ankles per basket and *really* stiffen up on D.

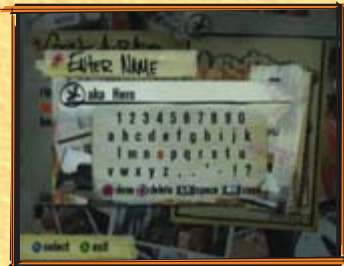


Creating a Legend

Let's face it, the cornerstone of your *AND 1 Streetball* experience is taking your custom-created baller and dominating the video game counterparts of the AND 1 crew.

In order to do that, you need to know the ins and outs of Create-A-Baller mode. From the Pickup Games to the AND 1 Tour mode, your baller will be the "ish".

The Body of a Baller



Name



Body

After choosing an appropriate name, you have to build your baller. Begin by choosing a body type. Though the choices are pretty self-explanatory, the three options are more for visual effect than actual performance. Choose between:

- Ripped
- Lean
- Beefy



When you've chosen your baller's body type, it's time to get down to specifics. Cycle between Height, Weight, and Skin Color. The first two choices affect performance. When blocking, a taller baller will obviously be more effective than a shorter one. Similarly, a heavier baller will be harder to push around the court. So why not go for the tallest, heaviest baller possible, right? Well, if you want a speed freak on the asphalt, a smaller, lighter, and more mobile build is the way to go. It's all about choices, kid.

When you have the basics set, move on to shaping your player's mug. Choose from 10 templates, then alter them from depth of face, to width, eye color, chin shape, you name it. Cycle through the options by pressing down on the controller, then pressing left or right to choose the particular feature.

Once chosen, modify the details and make your baller as pretty or as ugly as you'd like. After all, you won't rely on his face to score points. After that, give him a voice, jersey number, position, and birth date.



The Skills That Pay the Bills

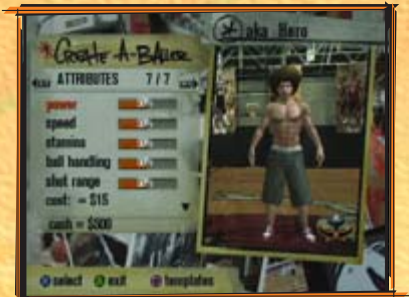
Alright, kid. These are the details that matter most. When creating a new character, you get a moderate \$500 to spread across clothing and baller stats. As stated earlier, we recommend using the entire contents of your wallet on beefing up your baller's stats—there will be plenty of time to buy fresh gear later.

Initially, your baller's stats are set to 50 percent across all 15 categories. You can subtract from them and gain an extra \$10 per one percent from each category, but keeping them at 50 percent minimum ensures that you are not deficient in any one category.

The categories are as follows:

Power—Affects your baller's ability to back down opponents in the paint and shove players down.

Speed—Affects your baller's speed.



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Stamina—Determines how long your baller can burst run or perform I-Ball moves before getting tired.

Ball Handling—Improves your baller's ability to hang on to the ball during I-Ball moves.

Shot Range—Determines your baller's shooting range from the key and beyond.

Accuracy—Determines how often your baller will make baskets within his range.

Dunking—Affects how often your player will dunk vs. lay up. A higher dunking attribute unlocks more difficult dunks.

Rebounding—Affects your baller's ability to get rebounds.

Hops—Affects how high your baller jumps. Hops is a useful skill for ballers who want to specialize in blocking, rebounding, and/or dunking.

Blocks—Affects your baller's ability to block shots.

Steals—Affects your baller's ability to steal the ball.

Free Throws—Affects the speed of Free Throw meter.

Clutch—Determines how much of an attribute boost your player will get during clutch time.

Defensive—Improves your baller's ability to stay on his feet during anklebreakers.

Passing—Affects your baller's ability to complete passes and do fancy dishes.

However, there are templates you can use to specialize your baller in one of six potential areas. Mind you, choosing one of these six templates will use up all five of your c-notes.

The Dunker: Rim Rocker



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
60	65	60	60	60	60	100	60
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
80	60	60	60	65	60	60	

This build is a high-flying, dunking powerhouse. The high ratings in Dunking and Hops make him a very exciting player to handle. As time progresses, increase his Hops, Speed, and Power to shape him into a monster in the lane.

If you want to add a few notches to his Blocks, his Hops also helps make him a decent defensive beast.

The Trickster: Ankle Breaker



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
60	65	80	90	60	60	60	65
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
60	60	65	60	60	60	75	

The Trickster is one of the handiest builds in *AND 1 Streetball*. Ball Handling skills are a requirement of **every** b-ball game you will play. His high Ball Handling and Passing skills ensure that you will rack up Respect Points, while his high Stamina rating keeps his turbo nice and refreshed throughout each match.

After maxing out Ball Handling, increase his Speed and Steals to create a b-ball demon.

STREETBALLIN' AND SHOT CALLIN'

The Defensive Specialist: The Griefer



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
60	65	60	60	60	60	60	75
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
60	80	80	60	60	80	60	

There is no more of a disruptive force on the court than a guy who can steal the ball and block shots. If you want to cause grief on the court, go with the Defensive Specialist build. High Blocks, Steals, and Defense ratings allow you to be a turnover machine.

Increase your Speed to chase after those swatted balls, and Passing to dish out the rock once you rip it. Because you are the defensive pillar on your team, you need to allow others to score the points, hence the need for a good Passing rating.

The All-Around Baller: Jack of Ball Trades



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
66	67	67	67	67	67	66	75
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
66	67	67	66	66	67	67	

This is a great build, for sure. You can never go wrong with a good All-Around Baller. However, we recommend going with a specialized baller so you always know what to focus on. If you do choose to go with this build, however, you're in for a good time. Don't ever worry about taking shots, swatting at the ball, running D, or going up for a rebound, because you have a good chance of executing everything successfully.

Once you find something you like to do best (such as shooting, dunking, or stealing the ball), focus on that. Increase those stats, while leaving the others as is, and your baller is sure to be fun in every game.

The Big Man: Immovable and Impenetrable



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
85	60	70	60	60	60	75	75
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
60	75	60	60	65	60	65	

This doesn't necessarily refer to the size of the baller, but the size of his game. Increased Power, Dunking, Blocks, and Rebounding stats make the Big Man a force under the boards. Use him in the paint to disrupt the other team's offense. Make the other team go around him, because they sure aren't going through him.

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With Rebounding, Blocks, and Dunking ratings already higher than average, it only makes sense to help increase their efficacy by increasing his Hops over time.

The Shooter: Rain Maker

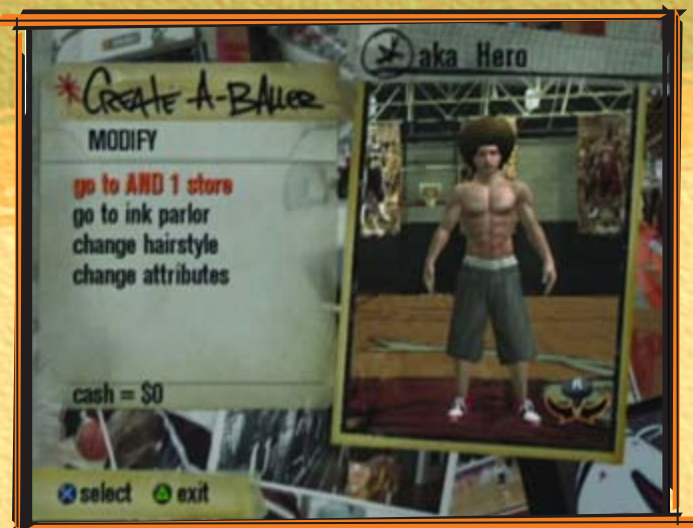


Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
60	60	60	60	85	85	60	60
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
70	60	60	65	75	60	60	

Want to make it rain in an indoor court? Go with the Shooter build. Because most other players have an average rating of 60 percent Shot Range and 50 percent Accuracy, the Shooter's 85 percent ratings at both make him a scary man outside the lines. Because he can rain threes on the opposing team, no game is ever out of reach when this guy is on your team.

Increase your Ball Handling rating to really dazzle the crowds. After working your opponent outside the three-point line with increased handles, shame him by swishing a three while he is on the floor. Furthermore, increased Ball Handling also helps fill the Crowd meter to activate the stat-increasing On Fire mode. Once on fire, let the fire rain down on the court.

AND 1 Style



After properly stacking your player with the necessary skills, head down to the AND 1 store and tattoo parlor to customize your player's look. Everything from shoes to earrings can be modified here...for a price of course.

As you progress through AND 1 Tour mode, you unlock all kinds of new gear. Sick kicks and tight fits, they're all there to help create the look of a true streetball legend.

BALLERS

Meet Team AND 1

What would *AND 1 Streetball* be without the talented athletes in the following section? Who knows? Luckily, players such as Prime Objective, Half Man Half Amazing, and The Professor are here to delight and catch flight. All the listed players have their own strengths and weaknesses, so read up and get to know your favorite baller's stats. It could be the difference between schooling your opponent or being made a fool in your own home.

Those Who Ride the Bus

Peep this, kid! Here are 15 AND 1 ballers complete with background, real names, and all the other juicy details you always wanted to know about them. Just don't expect to see shoe size, because no matter how big or small, chances are you'd have a hard time filling them.

AND Then Some...

The following player bios have each statistic broken down into a percentage. The higher the percentage, the higher efficacy rate the player has in that stat. Because no player can make every shot or steal every pass, however, the maximum rating is a 99 percent.

The following are the 15 statistics in which each player is rated.

- **Power**—Affects your baller's ability to back down opponents in the paint and shove players down.
- **Speed**—Affects your baller's speed.
- **Stamina**—Determines how long your baller can burst run or perform I-Ball moves before getting tired.
- **Ball Handling**—Improves your baller's ability to hang on to the ball during I-Ball moves.
- **Shot Range**—Determines your baller's shooting range from the key and beyond.

AND Then Some...

- **Accuracy**—Determines how often your baller makes baskets within his range.
- **Dunking**—Affects how often your player dunks vs. lays up. A higher dunking attribute unlocks more difficult dunks.
- **Rebounding**—Affects your baller's ability to get rebounds.
- **Hops**—Affects how high your baller jumps. Hops is a useful skill for ballers who want to specialize in blocking, rebounding, or dunking.
- **Blocks**—Affects your baller's ability to block shots.
- **Steals**—Affects your baller's ability to steal the ball.
- **Free Throws**—Affects the speed of Free Throw meter.
- **Clutch**—Determines how much of an attribute boost your player gets during clutch time.
- **Defensive**—Improves your baller's ability to stay on his feet during Anklebreakers.
- **Passing**—Affects your baller's ability to complete passes and do fancy dishes.

"50"

REAL NAME: Robert Martin
AGE: 32
HEIGHT: 6'8"
WEIGHT: 210lbs
POSITION: Forward
HOMETOWN: Atlanta, Georgia
JERSEY NUMBER: 50
SPECIALTY: Dunking, Alley Oops
BEST AT: Blocks, Dunking

"I was in the gym practicing, and the players were telling the coach that I had, like, a 40-inch vertical. But when the coach finally saw me, he was like, 'Naah, he ain't got a 40, he's got a 50-inch vertical.' So all my teammates started calling me that."

50 is named for his vertical leaping ability, and he never disappoints on the court. His size, strength, and signature off-the-shot-clock alley-oop make him a crowd favorite at Main Runs.

50 joined the AND 1 Tour in 2001. He once played for Palma-Ahn in Luxembourg.



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebounds	Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing
88	60	65	55	25	50	90	93	95	98	60	65	70	56	63

AO

REAL NAME: Aaron Owens
AGE: 30
HEIGHT: 6'3"
WEIGHT: 165 lbs
POSITION: Point Guard
HOMETOWN: Philadelphia, Penn.
JERSEY NUMBER: AO
SPECIALTY: Handles, Passing
BEST AT: Handles, Steals

"I ain't scared of nobody. I just play anywhere, anytime, anyplace. If we all want to get it down now, we get it down...I'm not going to let anybody sit there and put down anybody on my team. I'm standing up for everybody at any time."

Known as the "General" by his teammates, AO is one of AND 1's most entertaining athletes. His sweet skills, sick crossovers, and off-the-head antics have caused many wanna-be ballers to walk off the court embarrassed.

AO joined the AND 1 Tour in 2000. His home court is Connie Mack at 22nd and Lehigh.



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebounds	Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing
67	87	90	94	50	50	66	67	78	68	92	70	70	90	95

BABY SHACK

REAL NAME: Hugh Jones

AGE: 24

HEIGHT: 6'2"

WEIGHT: 225 lbs

POSITION: Guard

HOMETOWN: Washington, D.C.

JERSEY NUMBER: 6

SPECIALTY: Inside Scoring

BEST AT: Dunking, Power

"I'm in your face, all the time, whether I have the ball or I don't have the ball. I'm going to let you know if you're sorry, or good. From the start until the finish, I'm in your face."

One of AND 1's biggest scoring threats, Baby Shack likes to dunk, and he does it with style. He has been known to "posterize" entire teams with his aerial wizardry while bringing AND 1 to victory.

Baby Shack joined the AND 1 Tour in 2004. He is also known as "The Rawkus" and "The Punisher."



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebounds	Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing
91	63	81	76	25	50	93	89	89	84	80	65	70	77	70

ESCALADE

REAL NAME: Troy Jackson

AGE: 29

HEIGHT: 6'10"

WEIGHT: 370 lbs

POSITION: Center

HOMETOWN: Queens, New York

JERSEY NUMBER: 53

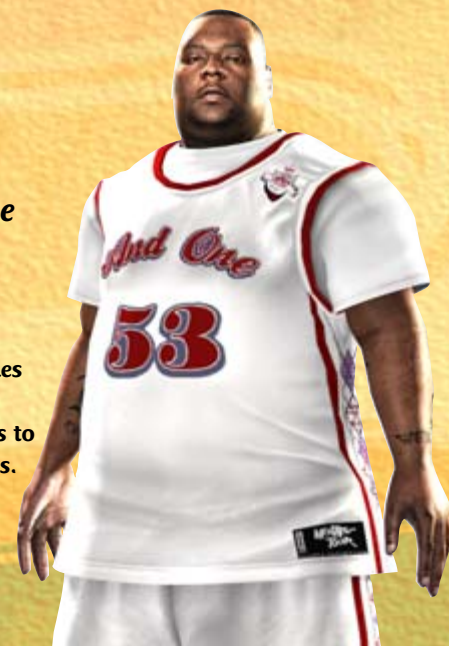
SPECIALTY: Inside Scoring

BEST AT: Power, Passing

"Escalade—what it means is, it's a truck—big and sleek. It's bigger and bulkier than all the little cute cars on the road, but it's just as attractive and it does all the same things."

Like a big truck barreling through traffic, Escalade makes his large presence known on the court. His power is unmatched by anyone on the AND 1 team, and he loves to mess with opponents before tossing a slick no-look-pass.

Escalade joined the AND 1 Tour in 2000. He is the brother of NBA player Mark Jackson.



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebounds	Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing
99	20	40	50	25	50	77	73	60	82	55	65	70	0	64

GO GET IT

REAL NAME: Tony Jones
AGE: 25
HEIGHT: 6'7"
WEIGHT: 205 lbs
POSITION: Small Forward
HOMETOWN: Chicago, Illinois
JERSEY NUMBER: 33
SPECIALTY: Alley Oops, Dunking
BEST AT: Dunking, Clutch

"Streetball is here to stay. It's fun for me; it's been fun for the guys that have been here before me. So just try to take your game to the highest level you can take it and let the chips fall."

The soft-spoken, Chicago-born Go Get It is named for his uncanny talent at throwing down alley-oop passes. His dunking abilities and hard work ethic are highly valued by Team AND 1.

This cat joined the AND 1 Tour in 2003. His favorite dunk is the MSG 360 Windmill.



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebounds	Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing
84	60	70	62	25	50	91	95	90	94	68	65	70	70	66

HALF MAN HALF AMAZING

REAL NAME: Anthony Heyward
AGE: 34
HEIGHT: 6'6"
WEIGHT: 195 lbs
POSITION: Shooting Guard
HOMETOWN: Brooklyn, New York
JERSEY NUMBER: 10
SPECIALTY: Inside Scoring
BEST AT: Blocks, Power

"Regardless if you have a name and you're supposed to be 'that dude,' the next guy really don't care, 'cause if you step on a court, he's trying to bust your ass, and that's the name of the game."

One of the OGs of AND 1, Half Man Half Amazing, a.k.a. "Biz," was given his title back in 1993 by Duke Tango after dunking over a massive 6'10" defender. He's been friends with Main Event for many years, which eventually led to a spot with AND 1.

Known for his trademark turnaround-fadeaway off-the-glass shot, Half Man joined the AND 1 Tour in 2000.



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebounds	Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing
87	62	67	64	25	50	87	85	80	90	68	65	70	62	70

HELICOPTER

REAL NAME: John Humphrey
AGE: 24
HEIGHT: 6'2"
WEIGHT: 205 lbs
POSITION: Shooting Guard
HOMETOWN: Raleigh, North Carolina
JERSEY NUMBER: 35
SPECIALTY: Dunking, 3-Pointers
BEST AT: Dunking, Hops

"I'm more of a slasher. I can shoot the three. I'll do whatever it takes to energize my team and get the victory. As long as I'm playing, making sure we're winning, the crowd's into the game, and my teammates are happy, I'm fine."

When Helicopter is on the court, expect dunks, and lots of them. Helicopter's ability to "take off" earned him his nickname, though he is just as dangerous from behind the arc.

Helicopter joined the AND 1 Tour in 2003 and currently plays for the ABA in the off-season.



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebounds	Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing
83	77	86	84	60	50	98	85	99	88	85	86	70	83	83

HIGH OCTANE

REAL NAME: John Harvey
AGE: 27
HEIGHT: 6'5"
WEIGHT: 215 lbs
POSITION: Forward
HOMETOWN: Bronx, New York
JERSEY NUMBER: 32
SPECIALTY: Dunking
BEST AT: Dunking, Power

"If you didn't even see the dunk and you look back at the rim and you see the rim shaking, that was me."

Like the explosive fuel, High Octane delivers sheer power on the blacktop. The high-spirited Bronx native is a dunking specialist who loves throwing down alley-oops.

High Octane joined the AND 1 Tour in 2001. His favorite moment was throwing down 11 dunks in Philly in 2001.



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebounds	Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing
94	60	70	68	25	50	93	90	92	95	69	65	70	65	67



MAIN EVENT

REAL NAME: Waliyy Dixon
AGE: 31
HEIGHT: 6'4"
WEIGHT: 225 lbs
POSITION: Guard
HOMETOWN: Linden, New Jersey
JERSEY NUMBER: 4
SPECIALTY: Dunking, Shooting
BEST AT: Dunking, Power

"It's like you play every game like it's your last game...me, I was holding my name down. I felt as though once I left Linden, I was holding New Jersey on my back."

Main Event got his name from Duke Tango after dominating the Rucker in Harlem for more than 10 years. He was responsible for approaching a small shoe company called AND 1 with the idea of a touring streetball team, and the rest is history.

Main Event joined the AND 1 Tour in 2000. His jersey number 4 means "Balla 4 Life."



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebounds	Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing
95	70	81	70	60	50	96	90	90	92	75	65	70	82	78

PHARMACIST

REAL NAME: Jamar Davis
AGE: 22
HEIGHT: 5'7"
WEIGHT: 189 lbs
POSITION: Point Guard
HOMETOWN: Bronx, New York
JERSEY NUMBER: 23
SPECIALTY: Handles, Set Ups
BEST AT: Handles, Steals

"You see me jumping around, that's because my teammates have done something good, or the crowd is going crazy, so I've got to go crazy with the crowd."

The Pharmacist earned his nickname for his "Morphine-based" moves performed at Holcombe Rucker Park back in 2001. Opponents have learned to fear Mano y Mano matchups with Pharmacist, because they often get their jerseys pulled over their heads!

Pharm joined the AND 1 Tour in 2004. He considers his style of play "Fancy, unique, more freaky-like."



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebounds	Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing
76	81	80	94	60	50	40	55	68	50	93	65	70	80	96

PRIME OBJECTIVE

REAL NAME: Lonnie Harrell
AGE: 32
HEIGHT: 6'7"
WEIGHT: 208 lbs
POSITION: Small Forward
HOMETOWN: Washington, D.C.
JERSEY NUMBER: 21
SPECIALTY: 3-Pointers
BEST AT: Range, Stamina

"In my time, my era, there's a lot of big-name basketball players out here right now that I destroy. If you don't believe how good that I believe that I am, get in front of me. Friend or foe."

AND 1's scoring machine from D.C. earned his nickname at the Rucker, where the commentator determined that his Prime Objective was to score. Prime's nearly unlimited range and calm demeanor make him a valuable asset to AND 1.

Prime joined the AND 1 Tour in 2003. He has been known to say "Buckets!" during his shots.



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebounds	Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing
84	62	75	66	60	50	98	92	86	93	70	70	70	60	74

THE PROFESSOR

REAL NAME: Grayson Boucher
AGE: 20
HEIGHT: 5'10"
WEIGHT: 140 lbs
POSITION: Point Guard
HOMETOWN: Salem-Kaizer, Oregon
JERSEY NUMBER: 12
SPECIALTY: Shooting, Handles
BEST AT: Handles, Speed

"Every time you're on the court, you've got something to prove, and that motivates me more."

Known for "taking his opponents to school," Professor earned a contract with AND 1 after outlasting all other competitors during the memorable 2003 Mix Tape Tour. His speed and quickness are unmatched on the court, and his handles have caused many opponents to consider ankle braces.

Famous for hitting a game-winning three pointer at the buzzer in New York to beat Team AND 1, Professor joined the AND 1 Tour in 2003.



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebounds	Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing
60	99	97	99	60	50	40	58	75	53	97	85	70	99	92



SIK WIT IT

REAL NAME: Robin Kennedy
AGE: 31
HEIGHT: 5'11"
WEIGHT: 175 lbs
POSITION: Point Guard
HOMETOWN: Pasadena, California
JERSEY NUMBER: 2
SPECIALTY: Handles, Shooting
BEST AT: Handles, Steals

"I've been down with AND 1 for five years, going on six. To all the haters out there, hate harder. I don't have time for you. West side till you die, baby! What! Yes!"

The "Sik Wit It dude" was named for his sick moves on the court, which have left opponents hypnotized and crowds thoroughly entertained. The energetic Pasadena native loves to win, and he gets his teammates hyped with his streetball skills.

This baller joined the AND 1 Tour in 2000. Sik is a big supporter of the Boys and Girls Club of Pasadena, CA.



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebounds	Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing
70	85	93	99	60	50	40	60	70	59	90	65	70	88	93

SPINMASTER

REAL NAME: Eric Holmes
AGE: 26
HEIGHT: 6'4"
WEIGHT: 225 lbs
POSITION: Shooting Guard
HOMETOWN: Pasadena, California
JERSEY NUMBER: 626
SPECIALTY: Scoring
BEST AT: Stamina, Speed

"I score. I'm not an entertainer. My game is buckets. They brought me along to score. That's what I do."

With his dizzying array of spin moves, Spinmaster gets around his opponents with ease, scoring baskets left and right. His outside shot and inside presence makes him a versatile member of the AND 1 squad. He's good friends with fellow Pasadenean, Sik Wit It.

Spin joined the AND 1 Tour in 2004 and is a self-proclaimed Gospel fanatic.



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebounds	Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing
82	65	79	85	60	50	84	70	80	82	80	70	70	74	80

SPYDA

REAL NAME: Dennis Chism
AGE: 24
HEIGHT: 5'10"
WEIGHT: 175 lbs
POSITION: Point Guard
HOMETOWN: Atlanta, Georgia
JERSEY NUMBER: 13
SPECIALTY: Dunking, Scoring
BEST AT: Dunking, Speed

"I'm explosive. I can shoot the J and I can dunk it. I'm going to give you what you need. Spyda does what Spyda do."

Spyda was the second player to earn a contract under the Open Run/Main Run elimination rules during the 2004 AND 1 Mix Tape Tour. His trademark dunk involves hanging upside-down from the rim, a move that never fails to captivate fans.

Spyda joined the AND 1 Tour in 2004. His favorite saying: "Spyda does what Spyda do."



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebounds	Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing
83	90	95	90	60	50	99	74	99	75	95	65	70	93	88

Those Who Chase the Bus

These are the rest of the AND 1 hopefuls. These players are sick with talent and rich in skills, but the AND 1 Mix Tape Tour Bus only has so many seats. Luckily for you, they are more than welcome in *AND 1 Streetball*.

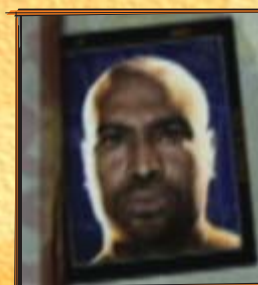
HOT SAUCE

SY

REAL NAME: Philip Champion
HEIGHT: 6'1
WEIGHT: 160
HOMETOWN: Atlanta, GA
POSITION: Point Guard
BEST AT: Handles, Steals



REAL NAME: Syrus Yarbrough
HEIGHT: 6'2
WEIGHT: 215
HOMETOWN: Santa Monica, CA
POSITION: Small Forward
BEST AT: Rebounds, Power



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
65	90	85	99	60	50	40	60
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
70	60	95	70	70	92	90	

Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
80	60	60	70	60	50	75	77
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
70	70	60	90	70	50	70	



BALLAHOLIC

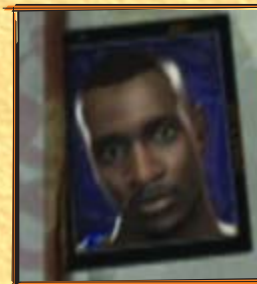
REAL NAME: Cardell Butler
HEIGHT: 6'4
WEIGHT: 190
HOMETOWN: San Francisco, CA
POSITION: Shooting Guard
BEST AT: Dunking, Blocks



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
76	66	83	80	60	50	80	81
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
73	78	77	65	70	65	80	

FATHER TIME

REAL NAME: DeShaun Jackson
HEIGHT: 6'2
WEIGHT: 198
HOMETOWN: Bakersfield, CA
POSITION: Shooting Guard
BEST AT: Handles, Power



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
80	74	70	80	60	50	77	75
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
78	75	70	65	70	67	74	

SILKY SLIM

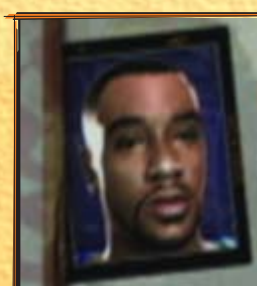
REAL NAME: Ty Tatum
HEIGHT: 6'10
WEIGHT: 220
HOMETOWN: Long Beach, CA
POSITION: Center
BEST AT: Blocks, Rebounds



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
88	65	60	65	60	50	89	92
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
90	95	63	65	70	20	64	

757

REAL NAME: Sante Gayle
HEIGHT: 6'6
WEIGHT: 220
HOMETOWN: Stockton, CA
POSITION: Power Forward
BEST AT: Rebounds, Power



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
85	58	70	66	60	50	82	89
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
80	84	64	65	70	60	67	

PRETTY THUG

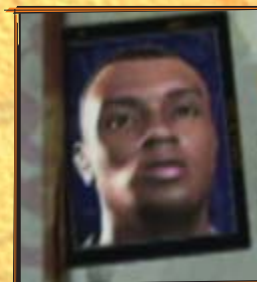
REAL NAME: Alex Carcamo
HEIGHT: 6'8
WEIGHT: 220
HOMETOWN: Los Angeles, CA
POSITION: Center
BEST AT: Blocks, Power



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
89	64	60	60	60	50	87	85
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
85	90	60	65	70	52	62	

SUPERMAN

REAL NAME: Jason Sanford
HEIGHT: 6'6
WEIGHT: 220
HOMETOWN: Los Angeles, CA
POSITION: Power Forward
BEST AT: Power, Blocks



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
89	60	60	70	60	50	83	86
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
80	89	61	65	70	28	62	

ACTION JACKSON

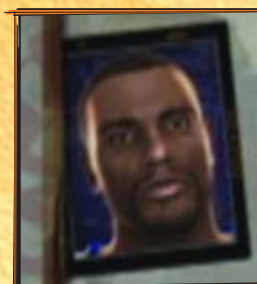
REAL NAME: Kenney Jackson
HEIGHT: 5'9
WEIGHT: 150
HOMETOWN: Compton, CA
POSITION: Point Guard
BEST AT: Speed, Steals



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
61	95	92	90	85	75	40	50
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
67	60	94	65	70	89	90	

A-ROCK

REAL NAME: Aaron Hands
HEIGHT: 6'7
WEIGHT: 220
HOMETOWN: Mesa, CA
POSITION: Forward
BEST AT: Blocks, Rebounds



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
86	57	65	62	60	50	87	91
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
82	89	60	65	70	41	63	



MASSIVE MAN

REAL NAME: DeMarco Burkes
HEIGHT: 6'4
WEIGHT: 220
HOMETOWN: Glendale, AZ
POSITION: Small Forward
BEST AT: Power, Rebounds



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
87	62	66	60	60	50	75	84
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
70	70	54	65	70	35	57	

PRESHA

REAL NAME: Randy Burns
HEIGHT: 5'11
WEIGHT: 195
HOMETOWN: Houston, TX
POSITION: Point Guard
BEST AT: Handles, Steals



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
78	73	66	85	60	50	68	63
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
75	64	79	65	70	73	71	

THE ASSASSIN

REAL NAME: Brandon Durham
HEIGHT: 5'11
WEIGHT: 170
HOMETOWN: Oklahoma City, OK
POSITION: Point Guard
BEST AT: Stamina, Speed



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
68	86	87	78	60	50	63	64
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
73	60	80	65	70	68	78	

J-MACK

REAL NAME: Jason McNeil
HEIGHT: 6'7
WEIGHT: 240
HOMETOWN: San Antonio, TX
POSITION: Power Forward
BEST AT: Blocks, Rebounds



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
90	60	52	52	60	50	86	91
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
85	91	45	65	70	15	58	

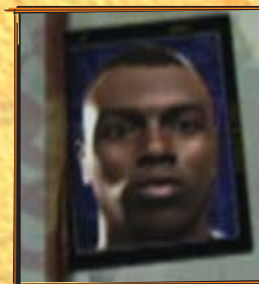
THE PROBLEM CHILD

PAT DA ROC

REAL NAME: Martin Bonaparte
HEIGHT: 5'11
WEIGHT: 175
HOMETOWN: Philadelphia, PA
POSITION: Point Guard
BEST AT: Speed, Stamina



REAL NAME: Patrick Robinson
HEIGHT: 6'2
WEIGHT: 165
HOMETOWN: Prince Frederick, MD
POSITION: Shooting Guard
BEST AT: Speed, Stamina



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
74	87	90	73	60	50	67	66
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
77	63	70	65	70	63	77	

Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
70	84	93	82	60	50	72	67
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
79	70	79	65	70	80	77	

GOTTA HAVE IT

JOHNNY BLAZE

REAL NAME: Keonta Pointer
HEIGHT: 6'5
WEIGHT: 275
HOMETOWN: Memphis, TN
POSITION: Power Forward
BEST AT: Power, Rebounds



REAL NAME: Johnny Hemsley
HEIGHT: 6'5
WEIGHT: 200
HOMETOWN: Miami Beach, FL
POSITION: Small Forward
BEST AT: Power, Rebounds



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
96	54	44	48	60	50	82	90
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
65	88	50	65	70	0	55	

Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
81	67	65	66	60	50	79	82
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
71	76	70	65	70	58	70	



J-FLASH

REAL NAME: Yuichiro Marishito

HEIGHT: 5'6

WEIGHT: 165

HOMETOWN: Brooklyn, NY

POSITION: Point Guard

BEST AT: Speed, Steals



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
68	97	95	89	60	50	40	50
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
70	52	95	65	70	88	89	

CAUTION

REAL NAME: Marcelino Rodriguez

HEIGHT: 6'3

WEIGHT: 180

HOMETOWN: Tampa, FL

POSITION: Shooting Guard

BEST AT: Steals, Stamina



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
70	68	84	70	60	50	78	77
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
76	79	80	65	70	57	74	

HOLLYWOOD

REAL NAME: Nick Walleny

HEIGHT: 6'7

WEIGHT: 230

HOMETOWN: Deland, FL

POSITION: Power Forward

BEST AT: Power, Rebounds



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
91	59	58	55	60	50	86	87
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
79	80	57	65	70	20	59	

MAJICK

REAL NAME: Daryl Dorsey

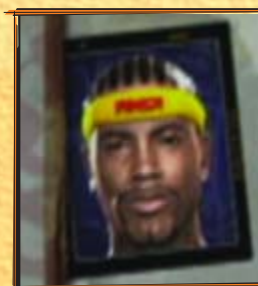
HEIGHT: 6'2

WEIGHT: 176

HOMETOWN: Cocoa, FL

POSITION: Shooting Guard

BEST AT: Speed, Handles



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
72	82	73	80	60	50	70	70
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
72	66	79	65	70	61	78	

MAD DOG

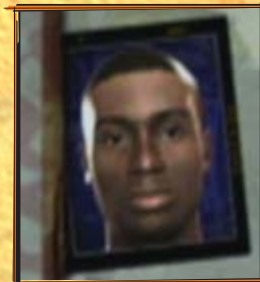
REAL NAME: David Madzlinovic
HEIGHT: 6'6
WEIGHT: 235
HOMETOWN: Palm Coast, FL
POSITION: Power Forward
BEST AT: Power, Rebounds



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
89	60	55	58	60	50	84	91
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
82	81	50	65	70	20	62	

HOMETOWN KID

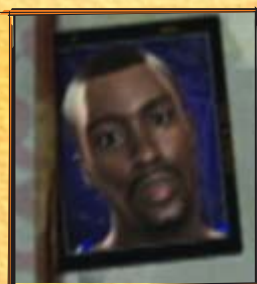
REAL NAME: Kevin Wylie
HEIGHT: 6'6
WEIGHT: 210
HOMETOWN: Rock Hill, SC
POSITION: Small Forward
BEST AT: Power, Dunking



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
84	64	60	71	60	50	82	86
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
79	79	66	65	70	38	65	

8TH WONDER

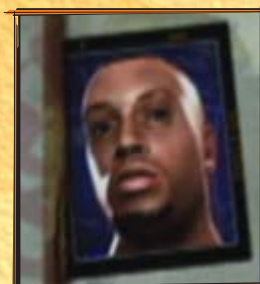
REAL NAME: Antawn Scott
HEIGHT: 6'8
WEIGHT: 210
HOMETOWN: New Bern, NC
POSITION: Center
BEST AT: Blocks, Power



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
85	62	68	66	60	50	90	88
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
88	92	62	65	70	40	65	

AIRBORNE

REAL NAME: Myron Howe
HEIGHT: 5'10
WEIGHT: 188
HOMETOWN: North Beach, MD
POSITION: Point Guard
BEST AT: Stamina, Speed



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
77	82	90	78	60	50	75	63
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
75	71	72	65	70	65	70	



UPTOP

REAL NAME: Donald Medley

HEIGHT: 6'2

WEIGHT: 180

HOMETOWN: College Park, GA

POSITION: Shooting Guard

BEST AT: Hops, Stamina



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
75	76	85	62	60	50	81	75
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
88	83	70	65	70	58	74	

HOPS

REAL NAME: Ray Cunningham

HEIGHT: 6'6

WEIGHT: 195

HOMETOWN: Louisville, KY

POSITION: Shooting Guard

BEST AT: Hops, Dunking



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
79	67	71	72	60	50	89	80
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
93	85	75	65	70	44	70	

FLIGHT

REAL NAME: Robert Wilson

HEIGHT: 6'4

WEIGHT: 205

HOMETOWN: Stone Mt., GA

POSITION: Small Forward

BEST AT: Dunking, Hops



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
83	67	69	77	60	50	84	80
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
88	83	75	65	70	62	73	

JAY ROCK

REAL NAME: Jesse Henderson

HEIGHT: 6'3

WEIGHT: 173

HOMETOWN: Louisville, KY

POSITION: Shooting Guard

BEST AT: Speed, Hops



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
73	83	80	74	60	50	79	77
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
86	74	77	65	70	60	72	

T-DUB

REAL NAME: Theodoris Turner
HEIGHT: 5'10
WEIGHT: 185
HOMETOWN: E. St. Paul, MN
POSITION: Point Guard
BEST AT: Stamina, Passing



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
74	80	89	70	60	50	60	63
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
75	55	72	65	70	64	83	

SLANK

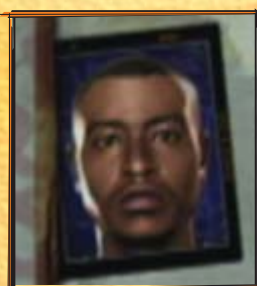
REAL NAME: Deshaun Northern
HEIGHT: 6'5
WEIGHT: 200
HOMETOWN: Riverdale, IL
POSITION: Small Forward
BEST AT: Hops, Dunking



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
80	69	71	72	60	50	85	83
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
86	77	70	65	70	56	70	

D.O.

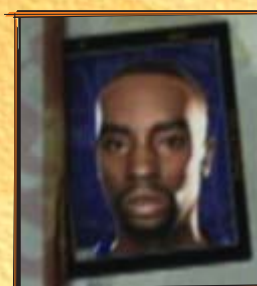
REAL NAME: Danny Osby
HEIGHT: 6'3
WEIGHT: 185
HOMETOWN: Milwaukee, WI
POSITION: Shooting Guard
BEST AT: Handles, Stamina



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
73	71	77	76	60	50	73	72
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
71	76	68	65	70	64	70	

H2O

REAL NAME: Maurice Lewis
HEIGHT: 6'0
WEIGHT: 180
HOMETOWN: Chicago, IL
POSITION: Shooting Guard
BEST AT: Handles, Steals



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
72	81	80	87	60	50	66	65
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
70	62	82	65	70	70	78	



THE NAVIGATOR

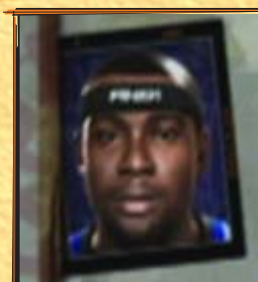
REAL NAME: Glenn Olds
HEIGHT: 6'11
WEIGHT: 330
HOMETOWN: Detroit, MI
POSITION: Center
BEST AT: Power, Blocks



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
97	45	40	40	60	50	85	75
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
60	88	46	65	70	0	50	

POSTER BOY

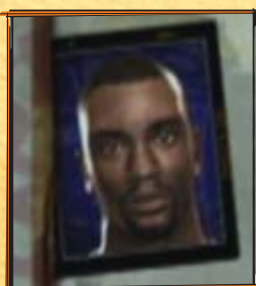
REAL NAME: Delvin Motin
HEIGHT: 6'0
WEIGHT: 200
HOMETOWN: Cleveland, OH
POSITION: Shooting Guard
BEST AT: Handles, Passing



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
80	79	70	82	60	50	72	72
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
80	69	74	65	70	65	81	

HARD WORK

REAL NAME: Emmanuel Bibb
HEIGHT: 6'2
WEIGHT: 190
HOMETOWN: Detroit, MI
POSITION: Shooting Guard
BEST AT: Hops, Stamina



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
77	65	82	71	60	50	74	89
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
82	72	69	65	70	68	70	

THE REV

REAL NAME: James Brown
HEIGHT: 6'4
WEIGHT: 200
HOMETOWN: Rochester, NY
POSITION: Small Forward
BEST AT: Dunking, Hops



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
81	75	68	75	60	50	84	80
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
87	81	75	65	70	65	70	

YOUNG ZO

REAL NAME: David Wilkerson
HEIGHT: 6'6
WEIGHT: 265
HOMETOWN: Laurel, MD
POSITION: Power Forward
BEST AT: Power, Blocks



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
94	58	48	40	60	50	80	83
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
67	85	43	65	70	10	50	

HOLD THAT

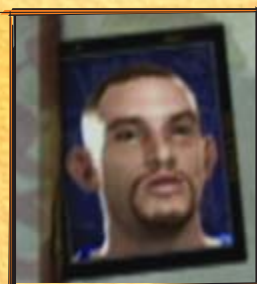
REAL NAME: James Bartelle
HEIGHT: 6'2
WEIGHT: 185
HOMETOWN: Boston, MA
POSITION: Shooting Guard
BEST AT: Handles, Passing



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
4	70	73	80	60	50	70	73
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
72	66	72	65	70	67	74	

WHITE CHOCOLATE

REAL NAME: Randy Gill
HEIGHT: 6'2
WEIGHT: 180
HOMETOWN: Silver Spring, MD
POSITION: Point Guard
BEST AT: Handles, Passing



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
74	80	77	86	60	50	74	74
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
74	73	83	65	70	70	84	

MANNY FRESH

REAL NAME: Manuel Nunez
HEIGHT: 6'0
WEIGHT: 185
HOMETOWN: Providence, RI
POSITION: Shooting Guard
BEST AT: Handles, Steals



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
76	76	80	86	60	50	65	69
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
70	60	83	65	70	70	80	



BODY WIDE

REAL NAME: Tyshawn Valentine

HEIGHT: 6'4

WEIGHT: 230

HOMETOWN: New York, NY

POSITION: Power Forward

BEST AT: Power, Rebounds



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
90	54	56	60	60	50	81	87
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
77	84	57	65	70	33	67	

J.K.

REAL NAME: Jarett Kearsse

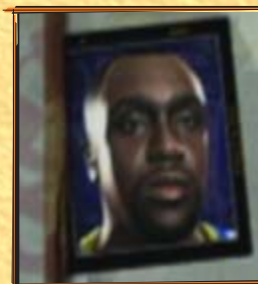
HEIGHT: 6'7

WEIGHT: 235

HOMETOWN: Philadelphia, PA

POSITION: Power Forward

BEST AT: Power, Blocks



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
92	61	50	54	60	50	86	87
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
70	90	49	65	70	40	54	

TOTAL PACKAGE

REAL NAME: Jasmine Mansell

HEIGHT: 6'6

WEIGHT: 240

HOMETOWN: New York, NY

POSITION: Power Forward

BEST AT: Power, Dunking



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
93	60	50	55	60	50	88	83
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
80	87	58	65	70	17	55	

P-CURRY

REAL NAME: Paul Curry

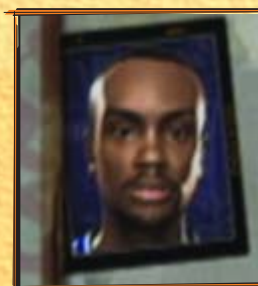
HEIGHT: 6'2

WEIGHT: 160

HOMETOWN: Philadelphia, PA

POSITION: Point Guard

BEST AT: Passing, Rebounds



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
65	86	91	85	60	50	71	70
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
69	67	83	65	70	80	87	

LARRY LEGEND

REAL NAME: Larry Richardson
HEIGHT: 6'8
WEIGHT: 220
HOMETOWN: Altamont Springs, FL
POSITION: Power Forward
BEST AT: Dunking, Blocks



SHIZZY DEE

REAL NAME: Shannon Crooks
HEIGHT: 6'2
WEIGHT: 185
HOMETOWN: Jacksonville, FL
POSITION: Shooting Guard
BEST AT: Hops, Stamina



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
86	62	64	62	60	50	88	85
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
86	89	56	65	70	20	66	

Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
5	73	80	70	60	50	72	73
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
78	70	68	65	70	72	71	

DRAG ON

REAL NAME: Mark Jindrak
HEIGHT: 6'4
WEIGHT: 185
HOMETOWN: Atlanta, GA
POSITION: Shooting Guard
BEST AT: Power, Shooting



THE AGGRESSOR

REAL NAME: David Bailey
HEIGHT: 6'2
WEIGHT: 175
HOMETOWN: Los Angeles, CA
POSITION: Shooting Guard
BEST AT: Steals, Stamina



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
70	67	74	75	60	50	80	83
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
78	79	76	65	70	64	82	

Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
71	78	85	80	60	50	76	71
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
82	80	83	65	70	70	75	



WAK JR.

REAL NAME: Wayne King Jr
HEIGHT: 6'3
WEIGHT: 225
HOMETOWN: Los Angeles, CA
POSITION: Power Forward
BEST AT: Rebounds, Dunks



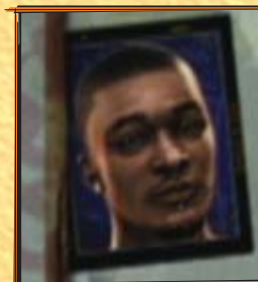
Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
95	80	50	50	55	65	86	90
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
85	88	50	80	70	50	60	

Those Who Hide in the Bus

The following five ballers are playable only after being unlocked. Earn them the hard way or use the cheat codes provided in the final chapter of this book; either way, use them at your own risk—they have been known to blow minds.

FLASH

REAL NAME: Antoine Howard
HEIGHT: 5'10
WEIGHT: 175
HOMETOWN: Chicago, IL
POSITION: Shooting Guard
BEST AT: Speed, Hops



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
74	96	90	88	60	50	89	78
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
95	72	91	65	70	90	87	

Flash is a defensive wiz. His high ratings (90s) in Speed, Stamina, Hops, Steals, and Defense make him a long-lasting turbo machine on the court. Don't hesitate to use the turbo button to increase your speed and chances of swatting away the ball.

SILK

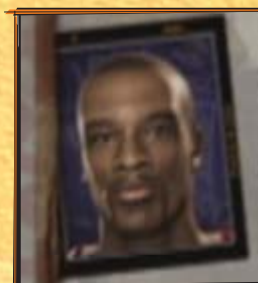
REAL NAME: Andre Poole
HEIGHT: 6'2
WEIGHT: 170
HOMETOWN: Baltimore, MD
POSITION: Point Guard
BEST AT: Handles, Speed



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
69	85	90	78	60	50	85	72
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
75	78	84	65	70	72	77	

AIR UP THERE

REAL NAME: Taurian Fontenet
HEIGHT: 6'2
WEIGHT: 185
HOMETOWN: Hitchcock, TX
POSITION: Shooting Guard
BEST AT: Dunking, Hops



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
80	76	85	82	60	50	96	76
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
95	83	85	65	70	85	80	

Unlock Air Up There to be reminded of what AND 1 b-ball is all about. His high ratings in Dunks and Hops make this baller a force to be reckoned with as he charges, and eventually soars toward, the rim. Use him to dunk all over your opponent and never look down.

SHANE

REAL NAME: Shane Woney
HEIGHT: 6'0
WEIGHT: 155
HOMETOWN: Bronx, NY
POSITION: Point Guard
BEST AT: Handles, Speed



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
63	94	90	96	60	50	63	60
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
70	50	90	65	70	85	90	

No, this Shane isn't the old school spaghetti western, but you'd swear he was just as deadly as any pistoleer from back in the day. The last thing you want to do is face off against him in a 1-on-1 matchup; his mad handles would burn you down.

DJ GREEN LANTERN

REAL NAME: "Evil Genius"
HEIGHT: 5'10
WEIGHT: 210
HOMETOWN: Rochester, NY
POSITION: Point Guard
BEST AT: Everything

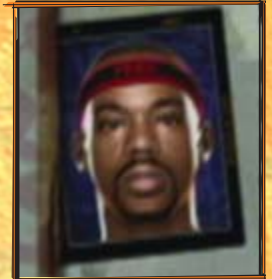


Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
85	89	70	90	60	50	90	75
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
75	80	90	65	70	80	70	

With an average rating of nearly 80, DJ Green Lantern is a great baller for all around good play. Play your opponent like an old record or mix your freestyle I-Ball skills like you mix wax. Whatever you do, don't hold back with this cat. He's well suited for just about any kind of playing you want to do.

SKIP TO MY LOU

REAL NAME: Rafer Alston
HEIGHT: 6'2
WEIGHT: 170
HOMETOWN: Queens, NY
POSITION: Point Guard
BEST AT: Everything

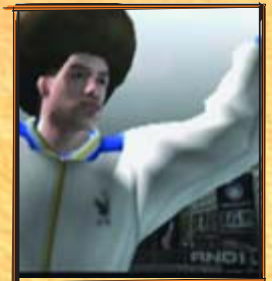


Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
99	99	99	99	99	99	99	99
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
99	99	99	99	70	99	99	

Absolutely the best player on any court, Skip to My Lou's ratings are unmatched. This is as close as it gets to perfection, so if you lose, hang your head in shame.

RED STAR

REAL NAME: Fernando Bueno
HEIGHT: 6'8
WEIGHT: 175
HOMETOWN: Chula Vista, CA
POSITION: Point Guard
BEST AT: Ruling the world



Power	Speed	Stamina	Ball Handling	Shot Range	Accuracy	Dunks	Rebs.
100	100	100	100	100	100	100	100
Hops	Blocks	Steals	Free Throws	Clutch	Defense	Passing	
100	100	100	100	100	100	100	

Ok, so maybe we got a little carried away with the stats on our created baller, but why not? After all, what good are all these cheats if you can't put them to good use? Using the Mad Loot cheat, we maxed out every possible stat and geared up in the illest fit we could get on our Chula Vista hero. We suggest you do the same...



BALLER'S PLAYGROUND

The Bus Stops

The AND 1 Tour Bus makes frequent stops all over the nation. From the East Coast to the West, the boys of AND 1 have seen and played in some of the most historic streetball courts. Each court has its own distinct look, flavor, and crowd, so get to know each one to play them right.

St. Mark's Park



- Location: Linden, NJ
- Main Players: The Main Event, Shane the Dribbling Machine

This court offers the best competition in New Jersey. This is

where AND 1 began. In fact, its first mix tape was filmed at this court, and it's hometown to one of And 1's original and greatest players, The Main Event. AND 1 frequently plays here during the summer and makes a point of normally ending the tour in Linden.

With a court so rich in AND 1 history, you have to do it right. Play with the immense style and flare that has come to define AND 1 ball and you're golden.

Kingdom Court



- Location: Harlem, NY
- Main Players: Top ballers from around the world

Kingdom Court often is home to the EBC (Entertainer Baller's Classic) famous summer league tournaments, in which celebrities (50 Cent, Damon Dash, The Game, P-Diddy) run teams comprised of local talent mixed with NBA and/or AND 1 players.

Bring your A-game, because the crowd here expects a lot out of its ballers.

Connie Mack Court



- Location: 22nd and Lehigh Court, Philadelphia, PA
- Main Players: Aaron "AO" Owens

Straight from the city of brotherly love comes the hard-fought competition of Connie Mack court. AO's home court boasts some fierce competitors and ugly trash talk. Expect to play hard or get run.

AND Then Some...

Connie Mack Court may also be part of "Reyburn Park" in Philadelphia, PA, the practice court for Murrell Dobbins Tech.

Merrill Park Courts



- Location: Chicago, IL
- Main Players: Antoine "Flash" Howard

Chicago may not be the first place that comes to mind when thinking of the AND 1 style of

basketball, but when the city produces players such as Flash, you know you've got some hard runnin' ahead if you want to win.

Play hard, drive the rock to the hole, and don't look back.

AND Then Some...

The South Deering community's Merrill Park takes its name from adjacent Merrill Avenue, in turn named for early southside real estate developer George W. Merrill. By 1930, South Deering was a heavily industrialized area just entering a period of substantial residential growth. During the following decade, the city used federal New Deal funds for local improvements, including paving and widening 103rd Street through South Deering. The street improvements soon prompted residential development.

AND Then Some...

The new subdivision north of 103rd Street was known as Calumet Gardens, and later as Jeffrey Manor. In 1942, the developers donated the site of Merrill Park to the city for use as a public park. Few improvements were made, however, until after the city transferred the property to the Chicago Park District in 1959. Shortly thereafter, the park district developed a plan for the park, installing an athletic field, a playground, and grass, trees, and shrubs. In 1970, a spray pool was added. The park district constructed a new soft surface playground in 1991.

Mosswood Park



- Location: Oakland, CA
- Main Players: This park has been the training ground of great players such as Gary Payton, Jason Kidd, Greg Foster, Isaiah "JR" Rider, Brian Shaw, Antonio Davis, and the street legend Hook Mitchell.

The game here is hardcore. If you cannot make the grade, the court regulars will tear you down. The best games run in the late afternoon, so if you're a beginner you can practice early in the day before the big dogs show up for the big show.

AND Then Some...

Gary Payton, Jason Kidd, Antonio Davis, Brian Shaw, and Drew Gooden all grew up honing their game at this Oakland monument to playground basketball. Big names—all of them. Yet to a man, they all swear that Oakland playground legend Demetrius "Hook" Mitchell, who used to run at Mosswood, was better than all of them.

Venice Beach Courts



- 🏀 Location: Los Angeles, CA
- 🏀 Main Players: You can see greats such as Kobe Bryant, Chris Childs, and other NBA big boys out for some fun, and don't be surprised if you end up playing with

some Hollywood names as well. Many college players from USC and UCLA also come down on a regular basis.

The Venice outdoor courts are ranked third in the nation according to *Hoops Magazine*. This is a sure-fire place to find a pickup basketball game while the sun is shining. The first court, lined by bleachers, is reserved for full-court games, and the action is intense, theatrical, and definitely entertaining. The facility also has four half-courts featuring nonstop 3-on-3 games.

If you're in the mood to shoot some hoop and make the scene at the same time, you can't do any better. The courts are on a first-come, first-served, call-it when you get there system, so bring some friends and be prepared to take on teams ranging from local playground legends to beach bums.

South Beach Courts



- 🏀 Location: Miami, FL
- 🏀 Main Players: Any and all are welcome.

This court offers the best competition in the city of Miami. Be ready to argue any foul called here, because people come for the show as well as the game. The play is charged and rough; if you don't want to get dirty, don't play.

Metro Fitness Courts



- 🏀 Location: Atlanta, GA
- 🏀 Main Players: Philip "Hot Sauce" Champion

The Metro Fitness Athletic Center was founded by John L. Bain to be a 24-hour, pay-as-you-go athletic facility located in an urban neighborhood in Atlanta. Last year, the Atlanta center, which has 65–70 employees, brought in about 500,000 people and reported \$1.7 million in revenue.

The Atlanta Metro Fitness has a different strategy than the average health club. Besides being open all day and night, the center offers no membership package longer than three months. The cost to use the gym is \$6 per day. Its basketball courts have a court monitor responsible for regulating player sign-ups, game times, and orderly conduct.



AND Then Some...

In addition to basketball, the Atlanta Metro Fitness has a 600-square-foot full-service retail store called *Half-Time*; a 5,500-square-foot weight-training room; a cardiovascular room containing 13 bicycles, 10 treadmills, 10 stair climbers, two crossrobic machines, and four televisions; and a 4,500-square-foot aerobics room with 42 aerobics classes per week.

Holcombe Rucker Park Basketball Courts a.k.a. "The Rucker"



- Location: New York City, NY
- Main Players: Home court of many legendary players in the area. NBA players Allen Iverson, Kevin Garnett, Stephan Marbury, Vince Carter, and Jerry Stackhouse have played there. Julius

Erving, Connie Hawkins, and Kareem Abdul Jabbar are some of the all-time greats that have played there as well. From The Hawk to The Goat to The Doctor to Skip, this court is home to the best.

Known by many as the number-one streetball court in the U.S., the level of play at Holcombe Rucker Park is very high. The best players in the East play here, and many pro players come to test their skills. There's a lot of contact inside the paint, and trash talking goes on regularly. Crowds gather from all over the city when a tournament is going on at Holcombe Rucker Park. Hot dog moves and 1-on-1 confrontation are all part of the game here. Timid players need not come. This is definitely where the men play. It's said if you don't have a nickname, don't even bother when the regulars show up. People have been downright embarrassed here.

AND Then Some...

In 1947, Harlem native Holcombe Rucker (1926–1965) started a basketball tournament. The Rucker League's motto was "each one, teach one," and it stressed education in combination with recreation. Rucker personally taught participants reading fundamentals, graded their homework, and let success on report cards influence who would play. Throughout the course of the tournaments, Rucker helped to obtain more than 700 college athletic scholarships for the participants. Rucker continued his own education with a degree from the City College of New York in 1962, and then taught English classes at J.H.S. 139.

AND Then Some...

Located north of 155th Street, and bordered by Frederick Douglass Boulevard and the Harlem River Drive, the park opened February 23, 1956, as P.S. 156 Playground. In 1974, a local law renamed it Holcombe Rucker Park. In 1993, Manhattan Borough President Ruth Messinger sponsored a \$423,000 renovation of the playground, reconstructing the facility as part of the Neighborhood Park Improvement Program (NPIP). The resulting facility contains play equipment, swings, safety surfacing, a spray shower, a flagpole with yardarm, a comfort station, four handball courts, seal animal art, and a baseball diamond. But, among an array of bleachers and stadium lights, stands the Holcombe Rucker Basketball Court, the park's main attraction, where both local players and national idols have come to play for four decades.

AND 1 Headquarters Practice Court



- Location: Paoli, PA
- Main Players: Team AND 1

On this practice court, the AND 1 players hone their skills and perfect their killer moves in anticipation of the competition

they will face on the AND 1 Mix Tape Tour.

AND 1 Global Invasion

Four additional unlockable courts grace AND 1 Streetball. From the streets of Paris to the alleys Down Under, streetballin' knows no bounds. Earn these courts the hard way via the AND 1 Tour mode, or skip to the last chapter of this book to unlock them using "other means."

AND 1 STREETBALL

FOUR ELEVEN

Though they are some of the sickest and slickest, the following courts are AND 1 exclusives. Why? Because they don't exist in real life, so don't go buying a ticket for a worldwide streetball tour hoping to find them. Save your money and stay at home—this is the only place to find them.

Parque Damaso Rosa



Location: Luquillo, Puerto Rico

Centre Sportif Emile Anthoine



Location: Paris, France

Tower Bridge Court



Location: London, England

Harbour Park



Location: Sydney, Australia

AND THEN SOME...

The Booty

Oh baby! You've played the AND 1 Tour mode, you've run the court on your buddies, and you may have even become an I-Ball guru, so it's time you reap the benefits of all your hard work. Hidden deep in the recesses of *AND 1 Streetball* is a grip of unlockables. Read on to see if you missed any.

Unlock All I-Ball Branches

Throughout the course of the AND 1 Tour mode, you compete in a variety of Open Runs. By successfully achieving the listed challenges, you unlock more I-Ball moves to add to your repertoire.

Here is a list of the unlockable moves and how to access them.

Open Run	Location	Goal	I-Ball Branch	I-Ball Control
Getting Your Feet Wet	Linden, NJ	Rules: Play to 11. Win by 2. Goals: Perform 3 Running I-Ball moves and score.	Hot Sauce I-Ball #1	Up-Left
Breakin' Ankles	Linden, NJ	Rules: Play to 11. Win by 2. Goals: Break 3 ankles.	Clownin' I-Ball #1	Down-Left
Pharmacist's Prescription	Harlem, NY	Rules: Play to 11. Win by 2. Goals: Make 3 steals.	Showboat I-Ball #1	Down-Right
Breakin' Down the Breakdown	Harlem, NY	Rules: Play to 11. Win by 2. Goals: Do 1 Breakdown.	Dizzy I-Ball #1	Up-Right
Da Mack	Philadelphia, PA	Rules: Play to 11. Win by 2. Goals: Throw 3 alley-oops.	Off Da Head I-Ball #2	Up
Shackfest	Philadelphia, PA	Rules: Play to 11. Win by 2. Goals: Block 3 shots.	Professor I-Ball #2	Left
Crashin' the Court	Chicago, IL	Rules: Play to 11. Win by 2. Goals: Make 1 basket while on fire.	Hypnotizer I-Ball #2	Down
Flash Back	Chicago, IL	Rules: Play to 11. Win by 2. Goals: Make 3 3-pointers.	Da Bounce I-Ball #2	Right
Oopin' It Up	Oakland, CA	Rules: Play to 11. Win by 2. Goals: Make 2 self-alley oops.	Hot Sauce I-Ball #2	Up-Left
Showing Respect	Oakland, CA	Rules: Play to 11. Win by 2. Goals: Make 3 rebounds.	Clownin' I-Ball #2	Down-Left
Girl Trouble	Los Angeles, CA	Rules: Play to 11. Win by 2. Goals: Do a turbo block.	Showboat I-Ball #2	Down-Right
Gettin' Sik Wit It	Los Angeles, CA	Rules: Play to 11. Win by 2. Goals: Grab 3 steals.	Dizzy I-Ball #2	Up-Right



When each of the eight branch moves is unlocked, refer to the following tables to string together sick combos and drop your defenders. Perform the following branches by adding the corresponding moves on the left analog stick to the base branch move. For example: press down on the left analog stick while performing the base "Off da head" move, which is up on the right analog stick.

OFF DA HEAD BRANCH (UP ON RIGHT ANALOG STICK)

Level 2 Move Name	Left Analog Stick	Description	Resped Points
D'oh D'oh D'oh!	Up	Dribble, pick up ball, and bonk off own head three times	500
Off Da Head	Up	Bounce the ball off defender's head	500
Fake Pass	Up	If too close to defender, do a snapping Hot Sauce fake pass	250
Da Exorcist	Up-Left	Arm extended to put hand on head, followed by a back wrap (2-man may require positioning to put hand on head)	500
Here's Da Scoop	Left	Dribbles to the side and does a slow spin move, scooping the ball	500
Off Da Foot	Left	Put ball on foot and lift it up to hand, then bounce ball off defender's head	500
Want This?	Down-Left	From dribble, palm ball and step forward, reaching out and returning	500
Off Da Board	Down	Toss ball at backboard and get the return rebound	500
Sucka Punch	Down	If too close to defender, fake pass, then volleyball punch toward backboard	500
Come Get It	Down-Right	Palm ball and present it forward, then flip it backward and catch behind back with other hand	500
Off Da Charts	Right	Step forward with big dribble, causing ball to bounce high over defender, then defender turns and player catches ball to continue dribble	500
Watch Yer Head	Up-Right	Quick dribble in front followed by a quick spin move	500

OFF DA HEAD BRANCH (UP ON RIGHT ANALOG STICK)

Level 3 Move Name	Left Analog Stick Plus Turbo	Description	Resped Points
Ali Wrap	Up	Dribble through legs, wrap around body	750
Flippin' Pancakes	Up	Wrap ball around defender's head, then flip it backward, catch with hands behind back, throw down between legs and through defender's legs, and dribble	1,000
Now Ya See It	Up-Left	Throw ball over shoulder and catch with other hand behind back; stick arm out forward then toss back over	750

OFF DA HEAD BRANCH (UP ON RIGHT ANALOG STICK) (CONT.)

Level 3 Move Name	Left Analog Stick Plus Turbo	Description	Resped Points
Makin' Room	Left	Big step forward, wrap ball around back, and crossover back to original hand	750
Dinner is Served	Left	Cross through legs, fake peg at opponent, then off the floor and dribble forward	1,000
Gift Wrapped	Down-Left	A quick small step forward, dribble through leg, wrap ball around back opposite direction	750
Drib N' Spin	Down	Dribble behind back, spin, crossover in front	750
Wrap N' Go	Down	Wrap ball behind back, around defender's head, then dribble through defender's legs	1,000
Southern Cross	Down-Right	Wide arm dribble crossover, then two quick stylized crossovers between legs	750
Dash of Pepper	Right	Quick dribble between legs, dribble in front, and spin	750
Da Full Boomerang	Right	Dribbler does a fake pass move, causing the defender to turn around, and dribbler hits ball off the defender's head while turned	1,000
Which Way?	Up-Right	Juke left, then dribble right	750



Some of the aforementioned moves vary depending on certain conditions such as the distance of the defender.

HOT SAUCE BRANCH (UP-LEFT ON RIGHT ANALOG STICK)

Level 2 Move Name	Left Analog Stick	Description	Resped Points
Sauce Boomerang	Up	Dribble and jump up with legs spread, doing a fake pass above the defender's head with backspin to return to player	500
Hip Hop	Up-Left	Jump up and spread legs, holding ball (same as beginning of Buck'n' Bronco)	500
Sauce Slowdown	Left	Raises hand up, brings down in slow motion before doing quick between-legs dribbles	500
Totally Legal	Down-Left	Catches ball in mid dribble and carries it through raised legs three times	500
In Yo Face	Down	Low dribbles, then spin 360 degrees, bring around, and kick leg up while raising ball up (fake peg)	500
Pocket Change	Down-Right	Dribble and catch ball between legs, spin, bend down to pick up dribble, and crossover through leg	500
Sauce Orbital 2K6	Right	Wide 360-degree spin with dribble	500
Boogie Down	Up-Right	Low dribbles with quick feet shuffles back and forth	500



HOT SAUCE BRANCH (UP-LEFT ON RIGHT ANALOG STICK)

Level 3 Move Name	Left Analog Stick Plus Turbo	Description	Respect Points
Hurricane	Up	Quick jab 45 degrees to left, then quick dribbles between legs and 360-degree scoop spin move	750
Whirlybird Jab	Up-Left	Dribble ball 45 degrees forward, jab and retrieve ball, carrying it and spinning, then wrapping ball around back	750
Sauce 2K	Left	Cross between wide legs, and cross hands in a wide, dance-like step	750
Reverse Boomerang	Down-Left	Dribble, then step backward and raise ball over head in a circular reverse motion, then crossover behind back	750
Dash of Pepper	Down	Quick dribble between legs, dribble in front, and spin	750
Special Sauce	Down-Right	Jab step forward, making quick cut in 1 direction, then lob ball up and catch with opposite hand, then cross and dribble through opponent's legs	750
Sauce Wrap n' Tap	Right	Juggle ball between arms quickly, then jab step forward and flip ball high backward, then recover ball	750
Six Demon Bag	Up-Right	Dribble through leg with arms spread wide, cross hands across body hypnotically, and dribble behind back through leg to front	750

PROFESSOR BRANCH (LEFT ON RIGHT ANALOG STICK)

Level 2 Move Name	Left Analog Stick	Description	Respect Points
Class Dismissed	Up	Frenzied arm movements, followed by dribble through legs	500
Crazy Legs	Up-Left	Big bounce, turn to the side, and do little steps while ball is going down	500
Mah Kneezy	Left	Dribble forward, then stop and drop knee to ground, spin, and cross ball through leg	500
Rain Dance	Down-Left	Hold ball out in one hand, spin around while doing baby steps on tippy toes	500
Slip N' Slide	Down	Dribble and side-roll on floor	500
Old Skool Legs	Down-Right	Dribble backward with wacky through-the-legs kicks	500
Da Full Pharmacist	Right	Quick dribble cross between legs, then spin, then quick crosses between legs	500
Crossing Guard	Right-Up	Quick low dribs jumping with both legs together, back and forth, crossing feet	500

PROFESSOR BRANCH (LEFT ON RIGHT ANALOG STICK)

Level 3 Move Name	Left Analog Stick	Description	Resped Points
Prof's Midterm	Up	Juke with pause, then dribble between legs, spin, and return	750
Street Slalom	Up-Left	Low dribbles, crossing back and forth while hopping in the opposite direction	750
Baby Steps	Left	Quick baby steps to the left, then take off to the right	750
Jibber Jab	Down-Left	Juke in front and dribble between legs	750
Wait a Sec	Down	Hesitate left, then dribble right and go	750
Run Wit Scissors	Down-Right	Big dribble with quick shuffle legs, arms spread wide	750
Get Yer Groove	Right	Tiny sideways dancing steps following by a sharp forward jab step	750
Cyclone Cross	Right-Up	Dribble through legs, spin 360 degrees, switching ball hand behind back and extending arms	750

CLOWNIN' BRANCH (DOWN-LEFT ON RIGHT ANALOG STICK)

Level 3 Move Name	Left Analog Stick	Description	Resped Points
D'oh D'oh D'oh!	Up	Dribble, pick up ball, and bonk off own head three times	500
Milkman's Revenge	Up-Left	Throw ball up, catch on back of hand, spin ball, wrap through leg, back up	500
Da Wheel	Left	Cartwheel while holding ball	500
Da Shamrock	Down-Left	Dribble, then dance with feet kicking around in a Riverdance jig, kicking heels up	500
Here's the Pitch	Down	Dribble through leg, pick up ball and make a sweeping circular arm motion, bring ball to floor, pick up dribble	500
Juggle da Rock	Down-Right	Throw ball up while spinning, juggle it using the top of your hand, bounce it over the opposite elbow, roll it down hand, and swoop it up around the back	500
Goin' to Heaven	Right	Low dribble crossovers, ending by catching the ball with one foot and ankle, posing with arms folded across chest	500
River Roll	Right-Up	Dribble ball and flip up on shoulder, rolling it across back to other shoulder	500



CLOWNIN' BRANCH (DOWN-LEFT ON RIGHT ANALOG STICK)

Level 3 Move Name	Left Analog Stick Plus Turbo	Description	Respect Points
Catch of the Day	Up	Dribble step in front, dribble back, dribble through legs, bring ball behind back and hold with elbows, let drop outward and "reel in" ball	750
Da Chedda	Up-Left	Little tosses with the ball up and down w/ one hand, while doing chopping motion underneath the ball with the other hand, put ball on floor then kick up	750
Chillin' like a Villain	Left	Dribble forward and turn away from the defender, sit on ball momentarily, then roll ball on ground, turn, and continue dribbling forward	1,000
Shoo Fly!	Down-Left	Dribble with spin, kicking ball backward to catch with opposite hand, effeminately flicking wrist	750
Futbol Kick	Down	Fancy footwork, then drop ball to ground and kick through defender's legs	750
Therapy Session	Down-Right	Crouch low and dribble behind back, rest ball on ground, sit down on it, hop over it and pick it up	1,000
Slap N' Roll	Right	Drop ball to ground and roll it around, then pick up low and dribble low and fast, through legs, and back up	750
Dreydlin'	Right-Up	Put ball on floor, spin, pick ball up and lift it over head	750

HYPNOTIZER BRANCH (DOWN ON RIGHT ANALOG STICK)

Level 2 Move Name	Left Analog Stick	Description	Respect Points
Knee Catch	Up	Grab ball and bring in over head behind back, throwing it toward legs, catch ball between legs, then let go and continue dribble	500
Puppet Dribs	Up-Left	Dribbling low and exaggerated (bent knees) behind back	500
Neo Wrap	Left	Dribble, then kneel backward, then lean forward and throw ball up through legs, catch, then throw back down through legs	500
Da Nutcracker	Down-Left	Dribble and catch ball behind legs, turn 180 degrees and tap ball up under legs to opposite hand	500
Da Splits	Down	Place ball on ground and dance with legs apart, then bounce ball up with hand	500
Wake the Dead	Down-Right	Dribble down and stomp with foot, transfer to other foot, and kick back up	500
Dribblin' Foo	Right	Dribble in front, then low fast dribbles behind back	500
Da Cankles	Right-Up	Dribble down behind back and catch with foot between leg, then release ball to front and catch dribble	500

HYPNOTIZER BRANCH (DOWN ON RIGHT ANALOG STICK)

Level 3 Move Name	Left Analog Stick Plus Turbo	Description	Respect Points
The Coney Twista	Up	Spin 360 with ball high over head, then wrap around defender's body, dribble through legs, and move forward	750
Windmill Dribble	Up-Left	Catch dribble, then wind arm in quick circles and drop ball down backward to continue dribble	750
The Con Man	Left	Kick knee forward and dribble through leg, then spin	750
Kickin' It	Down-Left	Throw ball behind and pin it against ground w/foot, roll it forward then kick it up, catch with hand	750
Easy Chair	Down	Pause in sitting position, then dribble behind back and continue dribble forward	750
Kick Off	Down-Right	Place ball on foot, kick up to hand, and dribble forward quickly	750
Slick Cornering	Right	Wide arm scoop and turn 360, then throw ball through defender's legs and continue dribble	750
Jersey Juggle	Right-Up	Throw ball behind back, catch with opposite hand, then throw up and knock back with other hand while kneeling	750

SHOWBOAT BRANCH (DOWN-RIGHT ON RIGHT ANALOG STICK)

Level 2 Move Name	Left Analog Stick	Description	Respect Points
Kung Fu Kid	Up	Spread arms and crossover through raised leg	500
Condor Dribs	Up-Left	Big crossover through the legs, cocking the arms way back	500
L-Bow Time	Left	Turn 360 degrees in place while dribbling ball off elbow	500
Phantom J	Down-Left	Fake jump shot; player jumps and tosses ball down instead of shooting	500
Sik's Workshop	Down	Big bounce of ball, player bends down and catches it and rests it behind neck, stands up and in a 360-degree motion, rolls ball around arms, rolls it up, and back to stationary	500
Oaktown Wrap	Down-Right	Jab forward and crossover behind back, returning with a swinging leg step	500
Neck Flip	Right	Big dribble and rest ball on back of neck, then flip it back over head and continue dribble	500
Da Thinker	Right-Up	With hand on chin/face, dribble ball, cross feet and kick up, catch ball, and wrap around body halfway and back	500



SHOWBOAT BRANCH (DOWN-RIGHT ON RIGHT ANALOG STICK)

Level 3 Move Name	Left Analog Stick Plus Turbo	Description	Resped Points
One Small Step	Up	Quick low dribbles between leg, catch ball, switch hands, big jab step, and return	750
Sole Kicks	Up-Left	Dribble through legs, kick dribble with bottom of feet	750
The LA Hustle	Left	Hop over ball, then behind back crossover and fancy dribbles	750
Da Corkscrew	Down-Left	Low dribble back and forth through outstretched leg, spin with behind-back crossover and return	750
Punch n' Spin	Down	Dribble forward, then punch ball upward, spin around, then regain ball and continue dribbling	750
Zig Zag	Down-Right	Dribble 45 degrees forward, then catch ball, spin, change direction, and back to stationary dribble	750
The Charleston	Right	Bounce ball in front, swing arms, then recover ball in jab step forward	750
Brooklyn Stomp	Right-Up	Throw ball down, then move arms and body in opposite way in dancing gesture with knee up, then regains ball	750

DA BOUNCE BRANCH (RIGHT ON RIGHT ANALOG STICK)

Level 2 Move Name	Left Analog Stick	Description	Resped Points
Buck'n' Bronco	Up	Jump up and spread legs, then jump again, spinning 360 degrees, and dribble through legs in mid air	500
Jump Rope	Up-Left	Throw ball to floor and roll it, jumping over the ball with two feet and picking up with opposite hand to resume dribble	500
Crunk Dribs	Left	Quick jab 45 degrees to right, then dribble through legs, bounce in front, more dribble through legs, and juke step forward	500
Under the Bridge	Down-Left	Bounce ball high, and duck underneath it, sidestepping left and right before catching ball and continuing dribble	500
Double Dutch	Down	Dribble, then jumping crossover, bring ball between legs then back under legs (2 hops)	500
Duck n' Cover	Down-Right	Duck down and using hand, scoop ball under and over opposite shoulder, back, and catch it using the same hand	500
Hot Potata	Right	Throw ball over shoulder and catch with other hand behind back, stick arm out forward, then toss back over	500
Top Hat	Right-Up	Dribble ball high above head to side, then tap ball back down with opposite arm over head	500

DA BOUNCE BRANCH (RIGHT ON RIGHT ANALOG STICK)

Level 3 Move Name	Left Analog Stick Plus Turbo	Description	Respect Points
Main Psych Out	Up	Quick through lifted leg, juke one direction, and run dribble the other way	750
Take a Bow	Up-Left	Put one hand behind back, do big bounce with the ball, while crouched down, go under the ball and catch with hand	750
Around the Block	Left	Stop dribbling forward, bounce ball behind defender with backspin, turn 360 degrees around opposite side of defender, and regain ball	750
Da T-Step	Down-Left	From dribble, start to go right then hesitate, throw ball behind back to opposite hand, jab step, then return	750
Flippin' Out	Down	Flip ball behind and over back, over opponent, then pick up ball on run	750
Swing Time	Down-Right	Jab forward and quickly wrap behind back, then jab forward again	750
Over Da Rainbow	Right	Fake a crossover and bring arm back, toss ball over shoulder, and continue dribble	750
Street Hurdle	Right-Up	Dribble ball to floor, roll it, jump over ball, and regain dribble	750

DIZZY BRANCH (UP-RIGHT ON RIGHT ANALOG STICK)

Level 2 Move Name	Left Analog Stick	Description	Respect Points
Rotisserie Style	Up	Rotate 360 degrees while bending one arm and dribbling with opposite arm	500
Whip It	Up-Left	Dribble, then wrap behind back	500
The 626 Special	Left	Roll ball around arms and present ball to opponent	500
Comin' Round	Down-Left	High back wrap to opposite hand	500
Da Spinmaster	Down	Spin 360 while dribbling, crossing ball through legs	500
Hitchhiking	Down-Right	Squat down and toss ball over right, then left shoulder	500
Cold Shoulder	Right	Dribble, kneel, and toss ball over shoulder	500
Dizzy G	Right-Up	Quick cross between legs, while spinning 360 degrees opposite direction	500



DIZZY BRANCH (UP-RIGHT ON RIGHT ANALOG STICK)

Level 3 Move Name	Left Analog Stick Plus Turbo	Description	Respect Points
Bizzy Wrap	Up	Quick dribble through legs, then wrap around body and regain dribble	750
Spin Cycle	Up-Left	Quick crossover between legs then step forward while doing a 360-degree spin	750
Really Watch da Ball	Left	Smooth behind-the-back dribble with one hand, then dribble between legs, stop, and turn	750
Dizzy Switch	Down-Left	Stop running, then dribble with left hand and spin, catching ball with right	750
Twist Off Cap	Down	Jump 360 degrees while carrying ball, then dribble down and run forward	750
Doublecrossed	Down-Right	Cross through legs, then cross behind back to opposite hand while dribbling forward	750
Waltzin' in da Hood	Right	Spin 360 degrees while dribbling, then spin again with fancy dribbles	750
Faked Ya!	Right-Up	Low dribbles, stop and juke, then continue dribbling forward	750

AND Then Some...

Don't worry if something doesn't go your way, simply use one of the following Backdown moves to save face and keep your Respect Points climbing.

BACKDOWN MOVES (HOLD → OR ⊞ AND PRESS CORRESPONDING DIRECTION ON RIGHT ANALOG STICK)

Move Name	Right Analog Stick	Description	Respect Points
Pump Fake	Up	While in Backdown, turn around for a quick pump fake. Get your opponent in the air, then go for the easy jumpshot.	500
Spin Move	Left	While in Backdown, spin to the left around your opponent for an easy hoop.	500
Fake Hook Shot	Down	While in Backdown, put the ball between your legs and go for the fake hook shot. This should get your opponent off his feet.	500
Spin Move	Right	While in Backdown, spin to the right around your opponent for an easy hoop.	500

The Fab 5

Also available through your AND 1 journey are five phenoms of the streetball court. You've already seen what they can do in the "Ballers" chapter; here is how to unlock them. Complete the following Open Runs to unlock these bad boys.

THE FAB 5

Open Run	Location	Unlockable Baller
Flash Back	Chicago, IL	Flash
After 5th Main Run	—	Shane
The Evil Genius	Miami, FL	DJ Green Lantern
Teaching a Lesson	New York, NY	Air Up There
Skip to My Lou	Linden, NJ	Skip to My Lou

High Flying Footage

For those of you who haven't seen enough of Team AND 1, BlackOps has also thrown in some exclusive footage of each of the 15 athletes. As always, play through the AND 1 Tour's Open Runs to unlock these clips.

MORE OF A GOOD THING

Open Run	Location	Video Clip
Pharmacist's Prescription	Harlem, NY	Pharmacist Video
Breakin' Down the Breakdown	Harlem, NY	Main Event Video
Da Mack	Philadelphia, PA	AO Video
Shackfest	Philadelphia, PA	Baby Shack Video
Crashin' the Court	Chicago, IL	Go Get It Video
Flash Back	Chicago, IL	Flash Video
Oopin' It Up	Oakland, CA	High Octane Video
Showing Respect	Oakland, CA	Spinmaster Video
Girl Trouble	Los Angeles, CA	Helicopter Video
Gettin' Sik Wit It	Los Angeles, CA	Sik Wit It Video
What Spyda Do	Los Angeles, CA	Spyda Video
Musclin' Up	Miami, FL	Escalade Video
The Evil Genius	Miami, FL	Prime Objective Video
Atlanta Sizzle	Atlanta, GA	Hot Sauce Video
King of Atlanta	Atlanta, GA	50 Video
Teaching a Lesson	New York, NY	Half Man Video
The Five Boroughs Pt. 2	New York, NY	Duke Tango Video
Pop Quiz	Linden, NJ	Professor Video
Old School/ New School	Linden, NJ	Shane Video
Skip to My Lou	Linden, NJ	Skip to My Lou Video, The Score Part 1 Video
Puerto Rico— Global Invasion	Luquillo, PR	The Score Part 2 Video
London— Global Invasion	London, UK	The Score Part 3 Video
Paris— Global Invasion	Paris, FR	The Score Part 4 Video
Sydney— Global Invasion	Sydney, AU	The Score Part 5 Video



Beat the game to unlock the full version of "The Score" AND 1 Mix Tape!

Playgrounds Aplenty

On top of the 10 default courts (and their unlockable nighttime counterparts), four more courts are available.

NIGHT TIME BALLIN'

Open Run/ Achievement	Court Name	Location
Beat Main Run #1	St. Marks Park	Linden, NJ
Beat Main Run #2	The Kingdom Courts, NY	New York, NY
Beat Main Run #3	Connie Mack Court	Philadelphia, PA
Beat Main Run #4	Merrill Park	Chicago, IL
Beat Main Run #5	Mosswood Park	Oakland, CA
Beat Main Run #6	Venice Beach	Los Angeles, CA
Beat Main Run #7	Miami Beach Courts	South Beach, Miami, FL
Beat Main Run #8	Metro Fitness	Atlanta, GA
Beat Main Run #9	Holcombe Rucker Park	New York, NY

WORLDWIDE BALLIN'

Open Run/ Achievement	Court Name	Location
Beat Side Game #24	Centre Sportif Emile Anthoine	Paris, FR
Beat Side Game #25	Harbour Bridge Park	Sydney, AUS
Beat Side Game #26	Tower Bridge Court	London, UK
Beat Side Game #27	Parque Damaso Rosa	Luquillo, PR



The Easy Way Out

For those of you who want instant gratification, peep this list of cheat codes. Input them in the Options menu and enjoy.

Unlock All Side Games

PS2: ●, ■, ▲, ×, ×, ●, ●, ■

Xbox: Y, X, B, A, A, Y, Y, X

Unlock All Messages

PS2: ▲, ■, ●, ■, ▲, ×, ■, ▲

Xbox: B, X, V, X, B, A, X, B

Mad Loot

PS2: ●, ▲, ■, ■, ▲, ●, ×, ●

Xbox: Y, B, X, X, B, Y, A, X

Unlock I-Ball Moves

PS2: ×, ▲, ▲, ×, ■, ●, ■

Xbox: A, B, B, A, X, Y, A, X

Unlock All Movies

PS2: ■, ×, ■, ▲, ●, ■, ×, ×

Xbox: X, A, X, B, Y, X, A, A

Unlock All Courts

PS2: ●, ×, ×, ■, ×, ▲, ●, ×

Xbox: Y, A, A, X, A, B, Y, A

Unlock Flash

PS2: ▲, ×, ×, ●, ×, ▲, ●, ×

Xbox: B, A, A, Y, A, B, B, X

Unlock Shane

PS2: ■, ×, ▲, ×, ▲, ●, ▲, ×

Xbox: X, A, B, A, B, Y, B, A

Unlock DJ Green Lantern

PS2: ●, ●, ▲, ×, ■, ×, ▲, ●

Xbox: Y, Y, B, A, X, A, B, Y

Unlock Skip to My Lou

PS2: ●, ×, ●, ■, ▲, ×, ●, ■

Xbox: Y, A, V, X, B, A, Y, X

Unlock Air Up There

PS2: ×, ▲, ▲, ●, ▲, ×, ■, ●

Xbox: A, B, B, Y, B, A, X, Y

Unlock All Characters

PS2: ▲, ■, ■, ●, ▲, ■, ×, ×

Xbox: B, X, X, Y, B, X, A, A

Unlock All Breakdowns

PS2: ×, ×, ●, ■, ■, ▲, ■, ×, ×

Xbox: A, A, V, X, X, B, Y, B

Unlock All Clothing

PS2: ×, ▲, ●, ×, ■, ▲, ▲, ●

Xbox: A, B, V, A, X, B, B, Y

Unlock Always On Fire

PS2: ■, ▲, ×, ▲, ■, ×, ■, ●

Xbox: X, B, A, B, X, A, X, Y

Unlock Everything

PS2: ▲, ▲, ×, ×, ■, ●, ■, ●

Xbox: B, B, A, A, X, V, X, Y

Unlock Perfect Field Goals

PS2: ■, ×, ●, ■, ×, ●, ▲, ▲

Xbox: X, A, V, X, A, V, B, B

Unlock Shot Release Text

PS2: ▲, ■, ●, ●, ■, ■, ●, ▲

Xbox: B, X, V, Y, X, X, V, B

Unlock OG Way

PS2: ▲, ●, ■, ■, ●, ▲, ×, ■

Xbox: B, V, X, X, Y, B, A, X



Unlocking OG Way gives you access to the "old" control scheme, which allows you to pull off I-Ball moves more easily. In the old control scheme, moves are not timing-based and can be executed at your whim. You can also loop moves by holding down a particular direction.